OFFICIAL! THE UK'S BEST-SELLING NINTENDO 64 MAGAZINE

GOLDENEYE New multiplayer areas revealed inside!

Biggest 148 PAGES ever issue!

N64 MAGAZINE



ZELDA
Completed, reviewed, and tipped. Get it all! P32

SOUTH PARK


Full review inside! P72

TUROK 2
10 pages of tips! Only in this mag! P94

He's in FOUR new games for '99

MARIO'S BACK!

MARIO PARTY • SMASH BROS • SUPER MARIO 64 2 • SUPER MARIO RPG 2 P80



PLUS! JAPANESE AND U.S. NEWS AND REVIEWS!

MYSTICAL NINJA 2 PAGE 6

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ISSUE 24

WELCOME TO N64 MAGAZINE

At 148 pages N64 Magazine is Britain's biggest and best-selling Nintendo 64 mag; and here's why

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.



Don't be fooled by feeble imitations!

So have you got your copy yet?

Getting this month's issue of N64 Magazine together has been a nightmare. Over the past month we've had four finished copies of the greatest video game of all time *and* a magazine to produce. Tim suggested that you'd all understand if we just cancelled the issue and played Miyamoto's masterpiece all month.

But of course, there's one very good reason we had to do this issue. In last month's review of *Zelda* we said "If you were only going to buy one game this Christmas, we've got no doubt that it should be this one". Because we hadn't finished the game, though, we didn't want to give it a score – it wouldn't have been accurate and it wouldn't have been right. After weeks of play we now reckon we've seen all we need – including the game's sumptuous end show. You can read the second part of our review, including our definitive score starting on page 32.

As lots of you will already have the game, we've also written the first instalment of our *Zelda* game guide. If you don't want to see this, be careful around pages 33 to 35. In fact, if you only want to read the game's review – and not see anything else – resist the temptation to peak at pages 38 to 41 as well. Don't say you haven't been warned.

You might notice a bit of a change towards the back of the magazine. It's just a bit of a tidy up, really, just to keep the I'm the Best and Tips sections in order. You'll notice the World's first *Turok 2* tips here as well – definitely the game to be playing when you're taking a break from the world of Hyrule.

There's so much else in this 148 page issue – our biggest ever, you know – it's hard to mention it all. Just before I kick Tim off my copy of *Zelda* and get back to worrying chickens in Kakariko village, go and take a look at our *South Park* review on page 72. It's a very odd game indeed.

Happy adventuring.

JAMES ASHTON
EDITOR



GO! GO!

N64 MAGAZINE THE UK'S BEST-SELLING NINTENDO 64 MAGAZINE

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Issue 24, January 1999



PLANET 64
NINTENDO 64 NEWS CENTRE

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REGULARS



N64 MAGAZINE ARENA
UK releases, reviewed, rated... and completed!

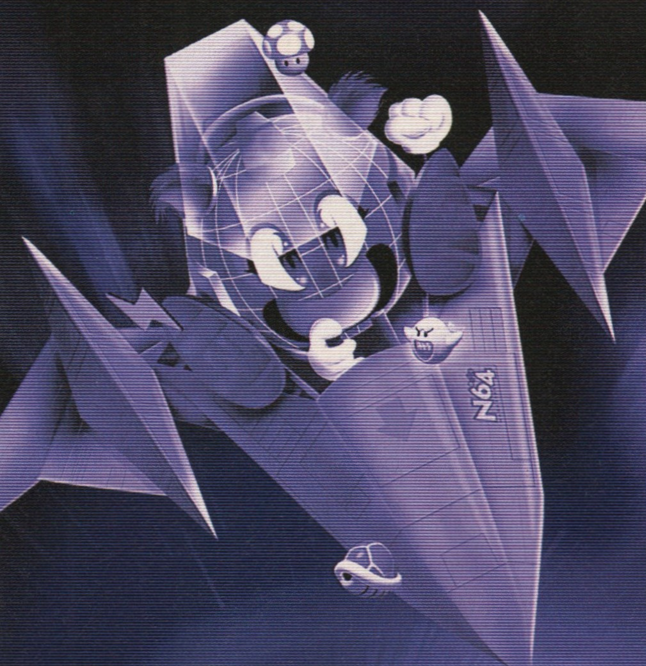
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N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6





N64 MAGAZINE

FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16!

GO! GO!



BRING A FRIEND!

Goemon

Goemon 2, splendidly, allows two of you to play at the same time, choosing from our four heroes. Only Goemon and Ebisumaru are available at the start of the game, though, with Yae and Sasuke becoming playable when you've found them in the game proper. And it works brilliantly, with two of you rampaging through the bizarre world of medieval Japan, smiting all and sundry and being able to combine attacks by giving each other piggy-backs, which is especially handy considering some of the screen-filling bosses you'll meet. Top stuff. Although, as Wil told us, "it's been done already in the SNES games". Spoil sport.



MYSTIC

full of eastern pro

Like Tim's mouth, *Mystical Ninja starring Goemon* was a huge great thing (although, obviously, it didn't swear like an amphetamine-stuffed Tourette's sufferer). Packed to bursting with bizarre quests, monstrous enemies and sweet RPG bits, it was a superb 3D *Mario*-alike with an identity all of its own. Which makes this second instalment of our blue-haired hero's adventures (discounting the four SNES appearances, only one of which made it to the UK) all the more confusing. Even though it utilises the same graphics engine, *Mystical Ninja 2* is going to be a – gasp! – 2D platformer.

Except it's not, really. Although the majority of *Mystical Ninja 2* will be played from a side-on perspective, with plenty of old-school running and jumping, it does contain a wealth of fruity 3D bits. In particular – and in addition to the welcome return of Goemon, Ebisumaru, Sasuke and the lovely, green-haired Yae – feudal Japan's favourite Godzilla-sized robot, Goemon Impact, will be strutting his stuff, singing bizarre songs and scrapping other outsized beasts in not two, not four, but three lovely dimensions.

And yet, despite such fashionable concessions, it's the seemingly backwards step of *Goemon*'s new retro look that excites us most. One of the problems with *Mystical Ninja*, you may remember, was the wilfully obstructive camera, which, at times, was hair-tearingly frustrating. By moving to a more traditional side-on view, Konami appear to be trying to 'focus' the game's action-oriented segments. Although, saying that, there are several routes through each level, providing a smidgen of non-linearity. What surprised us most about the early version of the game that we played was that it's kept the RPG aspects of the series intact. Featuring town sections where it's possible to talk to the residents, visit buildings and move 'out' of the screen to new locations, the structure of the game is a lot like *Mystical Ninja 2*'s



Between levels there's the option to wander around some Japanese villages.

AL NINJA 2

mise

Mystical Ninja 2	
KONAMI	
 January '99	 1/2
UK release March '99	

immediate predecessor, in that interaction with people throws up mini-quests and information. This is all tied up with a smart day-to-night feature, with certain characters only being around during the sunlight hours, or vice versa. And, at night, there's a greater possibility of dirty great beasts roaming around.

Goemon and friends' weapon-based power-ups remain too, including such stalwarts as the Chain Pipe and Sasuke's Fire Cracker Bombs. In addition, each character has a special attack; Ebisumaru's wind-breaking manoeuvre had Team 64 in stitches (particularly Andrea, who cackles at the merest sniff of toilet humour).

All of which sounds very nice. *Mystical Ninja 2* should be out in the UK in March. We'll be keeping a close eye on it until then. 

The actual gameplay is in rigid 2D – it's all a bit Yoshi's Story, really.



Hop on a horse for added protection and extra speed.



The simultaneous two-player mode is a bit of a grin. Still pretty tough, though.



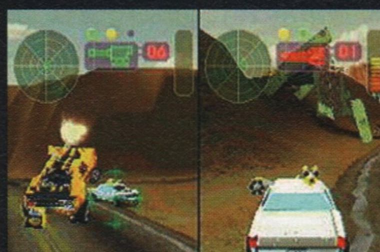
It's the between quest jaunts into town that set you up for your next adventure.





Part of the game's impressive intro sequence.

FIRST PICTURES OF ACTIVISION'S FANTASTIC FUTURE DEATH RACE!


Four players will eventually be possible. Here, it's just the two of us.




Smashed and trashed and slashed and... erm... mashed. Bottom left is your energy bar. Low, eh?


Avalanche! You have to contend with a bit of everything in V8.

VIGILAN

crash and turn

Brum! Screeech! Ka-boom!

School Bus!



Camper Van!



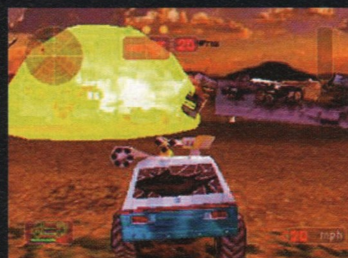
Dodge Viper!



Sports Car!







Smashed up, but ready to rumb-ooool! Ahem. Anyway, good use of firepower on this occasion. Yup.

Vigilante 8 has still to make the transition to 4Mb Expansion pak. It shows a bit, doesn't it?



See, America's a bit of a state. Somehow it seems to have contrived to lose most of its natural resources down the back of the sofa, and anarchy appears to have descended like a particularly hefty blanket. Which, of course, just leaves a gathering of 'motor-terrorists' to do battle around the desolate wastelands of dumb hick country. Yup.

And that's *Vigilante 8* in a nutshell. The *loooooong* story, if truth be told, is of almost mystical averageness, hence our shorter version. Fortunately, the actual *game* is a good deal more impressive, as these first shots will prove. At the moment – some four months from the pencilled release date of March 1st – the game does look a *little* PlayStation-ey (which, considering the amount of fog and fuzz we N64 owners have had to put up with in racing games, isn't hideously bad... for the moment). Expect that to change pretty quickly anyway, especially as the developers, Luxofux, are busy incorporating the 4Mb Expansion pak and aiming for a fulsome 640x480 full screen format. Exactly like *Turok 2*.

The game itself really isn't too complicated: players choose one of 12 different souped-up future cars – each one complete with missiles and gun turrets – and then take to the levels and attempt to blow all other opponents sky-high. Each level is scattered with tasty power-ups to help you on your way, including machine guns, rockets, cannons and mines (as well as others), and the landscapes are big enough to allow players just to drive round and explore. The original game had ten arenas, so expect all of them plus some extras.

Perhaps the most enjoyable part of *Vigilante 8* is that most of the buildings can be destroyed. So, on Aircraft Graveyard, players will be able to completely annihilate an old aircraft hangar (with 747s inside), while farmhouses can be turned into flaming wreckage by a quick missile in the Valley Farms level. Perhaps the best bit in the PlayStation version, though, was Casino City, where it was possible to race around Las Vegas, smashing to the ground just about anything that was flashing neon. Gratuitous, but fun.

The game is split into five different modes: two are multiplayer games, including a two-player 'Quest' mode and a four-player deathmatch, while the other three are single-player missions. The first is 'Survival', where players have to destroy every other opponent in the level as well as the boss character for that arena; the second is 'Brawl', an all-against-all scrap for victory with unlimited lives; and the last is the secret 'Smear' mode, currently under wraps. However, expect it to be a competition to see who can clock up the most kills. Er, we'd imagine. Anyway, these new options are completely exclusive to the N64. T'riffic...

Vigilante 8 still has a little while to go until its release and, according to whispers, won't actually meet its American release date of March 1st. However, expect it to be rollicking good fun when it finally does appear. We'll keep you posted as we get closer. Mmm.

TE 8

EXCLUSIVE!

Vigilante 8	
ACTIVISION	
 March 1st	 1-4
UK release March '99	



Camper vanning it up! Useful in the old missile department too.



Convoy, one of the game's bosses. Slow as a bucket of bellies but deadly from up close.

Vigilante 8 features more vehicles than Jeremy Clarkson could shake a bubble perm at...

Jeep!



Truck!



TO BE CONTINUED... We'll be updating you on *Vigilante 8* in the next couple o' months.







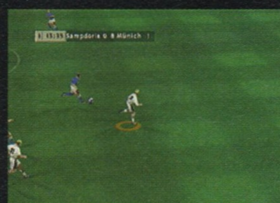
△ Clash of the old European titans here, Super League style. Yeeeeaaaawn.



◁ Each team has a set budget to spend on players.

△ Poor old Gally. At least he scored two goals and crippled Ryan Giggs. Bonus!

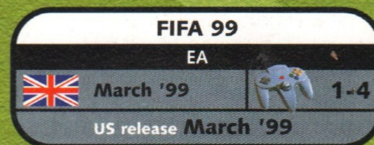




◁ Ooh! Ooh! He's clean through there! He's twitching like a Shambler! And in public too. Oh the shame of it all. The shame.

FIFA 99

here we go again



Just as the sun comes with a lifetime guarantee to rise in the morning and set in the evening, there are certain things in the world that you know you can rely on. Safe bets, if you like.

Like the fact that the next *Bomberman* game will be every bit as poor as the last one. Like the fact that if you spend five quid on a nice exotic bit of gourmet French cheese, it'll smell (and taste) like toenail smegma. Like the fact that the biggest football licence in the world will be wasted at least twice a year by Electronic Arts. It's inevitable.

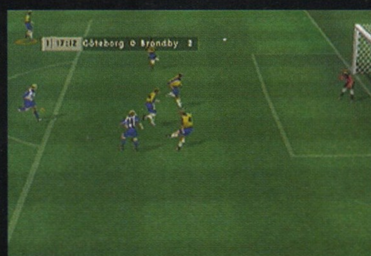
FIFA 99 is EA's latest attempt to make a decent game out of the exclusive rights to the most famous teams, highest paid players, and most popular competitions in football. This time the emphasis is on club football, with all the top flight teams from every major European league you can think of, along with the pick of the South American sides, and the Major League Soccer teams thrown in to please the Yanks. Plus, there are all the usual national squads, in case you can't find a club side you're happy with.

The icing on this slice of gaming cake comes in the form of an extensive set of options to fiddle with, where you can alter everything from the number of teams in a competition to the redness of Peter Schmeichel's nose. Strangely enough, you can even change the screen resolution from normal to what appears to be ultra-low – so low, in fact, that the on-screen text becomes almost unreadable. Still, the version we played wasn't quite finished, and there was a bit of polishing left to do.

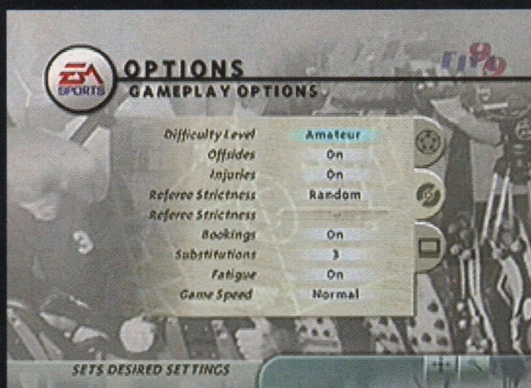
But unfinished or not, playing *FIFA 99* didn't fill us with a sense of anticipation. Apart from the option screens and a few new tunes, this is basically just *World Cup 98* with a slightly different camera angle. And *World Cup 98* was just *FIFA 98* with a man dressed up as a giant blue chicken on the title screen.

Problems we've noted from our preview cart include players that look and move like the Shamblers from *Quake*, a camera that can't keep up with a fast shot, and – oh, why can't they fix this – actions that occur moments after you first pressed the button. It'd be nice to think that things will improve vastly between now and the game's March release date but we're not holding our breath.





The mighty Brondby take the league. Actually it's pronounced Brond-boo. To rhyme with poo. (This had better be true – Ed)



That just about sums it up in one word there.

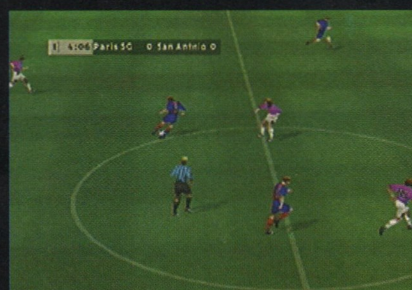


Grackle Grackle Vision. Gr-Grackle Vision

He stoops, he scores. The defence ought to be shot for a mistake like that. And the programmers too.









Silky skills from the PSG midfielder. It's just like watching Bath City, except with an average goal tally of at least twenty.

Create-a-grackler

The team sheets in FIFA 99 are about as up-to-date as you're likely to get in a computer game, but in case one of your favourite players has been mysteriously overlooked, you can make him up yourself. Of course, you'll never manage to get him looking quite as he should because he'll have enormous wide shoulders, a tiny little head, and a face like a Shambler, but at least you can adorn his scalp with one of two different types of mullet – the Waddle or the Hateley.







TO BE CONTINUED... If we spot any improvement in *FIFA 99*, we'll let you know.



PLANET 64
NINTENDO 64 NEWS CENTRE

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GoldenEye secrets revealed

Want to open up new areas in your *GoldenEye* multiplayer game? Here's how...

If you've ever been frustrated that the multiplayer areas in *GoldenEye* aren't as large as they are in the single player game, then help is at hand. A brand new set of Action Replay codes allows access to all-new multiplayer areas.

The reason Rare originally lopped off the likes of the Archives, Facility and Caverns was because the one-player levels were so large they felt that deathmatches might have spanned several years if the arenas had been available in their entirety. The new cheats give players the option to decide for themselves; where you couldn't previously access the labs and bottling room in the Facility level, you now can; where you couldn't wander through to the actual library part of the Archives (and down to where you met Mishkin), you now can; where you couldn't wander up the Caverns spiral, you can now run yourself dizzy.

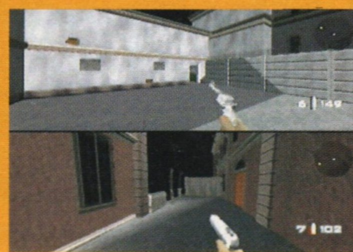
The discovery of these extra areas has come about as a result of the fact that when you play deathmatch *GoldenEye*, the game does generate the *whole* of the level. The Action Replay codes simply give you the opportunity to open the locked doors that keep you out of certain areas, enabling you to step through into new territory.

This exciting development in the murky world of Action Replay was brought to our attention by a cunning **N64** reader. Chris Knowles of cheery Chelford e-mailed us with a stack of cheats he'd uncovered during one sweaty night in front of the box, which for your playing comfort, we've printed on the right. As for Chris, he'll be receiving a limited edition **N64** Magazine record bag with some N64-style giveaways packed inside.

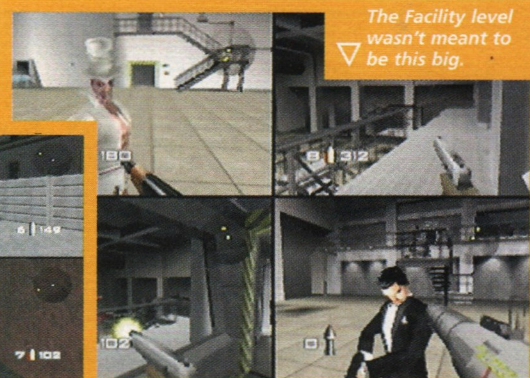
For more details on Action Replay cartridges and a full list of *GoldenEye* AR cheats – including how to get across to that distant island across the Dam – turn to page 108.



All of a sudden the radar has a much larger area to deal with.



You can even get access to the outside.



The Facility level wasn't meant to be this big.

SHORT CUTS

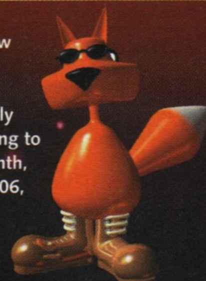
A LINK TO THE PAST

Hats off to Nintendo, not only for finally finishing *Zelda*, but also for releasing it so soon after the 21st November Japanese launch. But did you know that that date has a special significance? According to wise owl Wil, it's long been a Nintendo tradition to deliver important releases on the 21st – the Super Nintendo, *Zelda: A Link to the Past* and the Game Boy are just three examples, so it's fitting that *Ocarina of Time* should follow suit. And it's also a sign that Nintendo's fortunes are stronger than ever...



OOOH DEAR

Silicon Valley, brilliantly inventive little puzzler that it is, has a bit of a bug. Anyone got themselves along to Fat Bear Mountain and found that they can't pick up the souvenir? Mmm. Every single one of you. The reason is this: the souvenir has no collision detection on it so, when you go to pick it up, you, er, *don't*. Collecting it would allow you access to the bonus level. But, obviously, now you can't. If you want to reach the bonus game, simply take your eyes along to Tips Extra this month, starting on page 106, where we've got the necessary cheats. Aces!

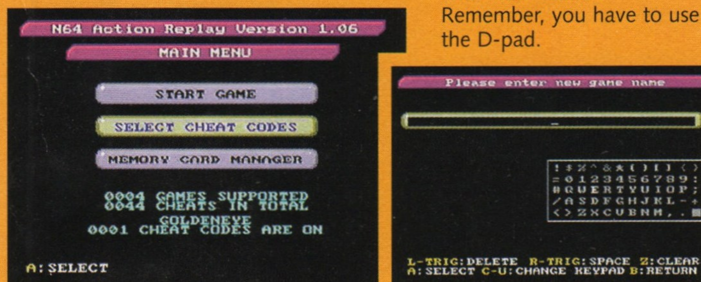


How to...

Access new deathmatch arenas

Step one

Set up the Action Replay and *GoldenEye* cart. Now switch on your N64. It's a bit temperamental, so don't worry if it doesn't work first time. Simply try again. Once into the Action Replay set-up, go to 'Select Cheat Codes' and 'New Game'. Remember, you have to use the D-pad.



Step two

Now set up your file name – 'GoldenEye' – and give each of the cheats a name. Now, enter the cheat number:
All Facility on Multiplayer: 880AFB1C0001
All Caverns on Multiplayer: 880AD31C0001
All Archives on Multiplayer: 880B4B1C0001. Simple!



Step three

On each of the appropriate levels, simply go up to the door that is normally locked, stand a little way back, and press the AR button on the Action Replay cart two or three times. Your character will now shoot three bullets at the door and it'll open. All you do is step through...



Competition time

10 Action Replay carts up for grabs





To celebrate the Action Replay's breakthrough with *GoldenEye*, **N64** Magazine has teamed up with Datel to give away 10 Action Replay carts worth £50 each.

Along with hundreds of pre-loaded cheats, the Action Replay has the ability to learn new cheats as more are discovered for old and new games alike. The cartridge sits between your N64 and the game you're playing, and is completely safe for use with all N64 cartridges.

To win yourself an Action Replay, simply send us a postcard with your name and address written on it. The ten most interesting, amusing or imaginative cards we receive will win an Action Replay. And if the cards are good enough, we might print some of them in the mag. Good luck!

Send your cards to:
Take Cart,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

The rules

1) All entries to arrive by 28th January 1999
2) The editor's choice of winners will be final and based on his on definitions of 'interesting, amusing and imaginative'.
3) No employees of Future Publishing or Datel may enter. God no.



Zelda hooked!

Believe it or not, *Zelda 64 does* have 64DD possibilities...

As N64 Magazine's interview with Nintendo of America head honcho Howard Lincoln revealed in issue 21, the 64DD will probably never make it to Europe or America. However, *Zelda*'s producer Shigeru Miyamoto has revealed that *Zelda 64 does* have 64DD 'hooks'.

Speaking to **N64**'s American correspondent this month, Shigsy confirmed that if a 64DD was attached to an N64 playing *Zelda*, an extra option would appear in the menu. "*Ocarina of Time* has been designed with the disk drive system in mind", he confirmed. "If you connect *Zelda* with the disk drive, an icon will appear on screen, announcing 'Ura-Zelda', or 'Another Zelda'. There were several ideas that I could not incorporate (in the cart version of *Zelda 64*) because of the shortage of time and other reasons. In the future, I want some new areas and new dungeons to be available for players who have already finished *Zelda 64*."

So, what happens if the 64DD never comes out? "If that happens and we cannot introduce this second game, we may have to have a special edition cartridge release in the future", admits 'Motes. Which, for us British gamers, is good news indeed. Here's hoping for '99, eh?





CAPCOM GO GAME BOY

Whilst the N64 might still be waiting for an announcement on *Resident Evil* and *Street Fighter Alpha EX*, Capcom is scheduled to produce 8-bit versions of both next year for the Colour Game Boy. Quite how effective they'll be in the light of other duff big name conversions – *Turok 2* and *V-Rally* – remains to be seen.

SLIPPETY DO DA

Aaaaand so another N64 game misses its pre-Christmas release slot. Just minutes after we'd sent the final pages of **N64**/23 to the printers, Midway rang us up to tell us that *Wipeout 64* (which scored 88%) didn't get to Nintendo's big production plant in time for Yuletide. Instead, it'll be in the shops from the middle of January. WE HAD NOTHING TO DO WITH THIS.

SPECIAL THANKS

Big friends of **N64** Magazine this month are C.A. Games of Gasgow, a top-notch games importer and supplier of all-things console-related. If you need anything at all for your N64, we recommend you give them a call/fax on 0141 334 3901. If you've got Internet access, you can pay a virtual visit to their shop at www.cagames.co.uk. Ah, the marvels of technology.

AND THE WINNER IS...

The five winners of the Games Develop UK awards were announced on the 5th November. The competition judged entries from over 600 amateur games designers before finally awarding prizes totalling more than £10,000.

Dominik Diamond (of Games Master fame) awarded the top prize of £5000 to Chris Chadwick, an unemployed 30-year-

FANZINE FARM

Hay! Muck spreadin'! Tra'ers! Cows! Oh, and fanzines too. Welcome to The Farm...

EGN

Oh arrr. It's healthy to see one of the young farmhands trying to prod his pitchfork at the field marked 'Proper Fanzines'. Packed to the rafters with 'gamey' stuff – bits on Miyamoto, *Banjo-Tooie* and an explanation of Pokémon are the standout moments – EGN has got a firm seal of approval down our way. Old Colin down the road, reckoned he'd be selling his big fat mare in order to buy a copy. But, she's too busy cooking his tea! (*We apologise for this* – Ed).

- **EGN is available from Edd Morris at Lansdown, Roman Road, Hereford, HR4 9QW and is a perfectly priced pound.**

NINTENDO WORLD

This isn't so much a fanzine as an attempt at *magazines*. Of course, we're not fussed down here at the farm. We'll take all sorts: fanzines, magazines, inbreds. And Nintendo World's a pretty good effort. It's printed in colour and rounds up all the latest games, including *Mission: Impossible* and *Banjo-Kazooie*, as well as trying to wink an eye at the blindingly bright future of the N64. It needs a fresh coat of creosote, but it's a brave stab. Combine!

- **Nintendo World is currently starring in a musical at Jonathan O'Neill's house, which is at 10 Granary Close, Latchingdon, Essex, CM3 6HJ. It's a bit pricey, mind, at £1.70.**

NIM

Another bright and happy attempt at growing magazine-style vegetables, NIM is a confident enough collection of reviews, previews, tip and cheats. In some areas it needs a bit of sorting out – perhaps a tad more info here and there – but, otherwise, it demonstrates a firm enough grasp of what makes these things tick. Talking of ticks, we've had some nasty ones down on the farm, lately. One of them crept right into Daisy's eye. So, we had to shoot her. Sad.

- **NIM is luxuriantly available from the following address: Michael Morris, 15 Hallowes Park Road, Cullingworth, Bradford, West Yorkshire, BD13 5AS. It's only 99p.**

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Japanese news

With Max Everingham

Snake diced

As reported in last month's Planet 64, the special Pikachu version of the Pocket Monsters Game Boy game has sold almost twice as many copies as 'Game of the Year' *Metal Gear Solid*. *Pocket Monsters Pikachu* shifted 103,683 units in its first week, compared to only 58,202 for the gun-toting Snakes. Now don't get me wrong – *Metal Gear Solid* is a great game, but Nintendo know their gaming market in Japan. They have seen the future of gaming and that future is monstrous.

Unfortunately, the N64 isn't doing quite as well. In Akihabara, Tokyo's electronics district, N64 consoles were selling for a measly ¥12,800 (that's around $107 dollars). This is the lowest price the machine has ever been on sale for, and could well be a response to Dreamcast demo units popping up all over Electric Town.

Perfect Ten

Konami might have over-confidently dubbed *Metal Gear Solid* the best game in the world, but a quick glance at the latest staff reviews in Weekly Famitsu (Japan's foremost video games magazine) reveal the truth of the matter.

Weighing in with a blinding maximum-possible score, *The Legend of Zelda: Ocarina of Time* blasted all and any opposition with four ten-out-of-ten decisions.

The critical Famitsu staff have never awarded this perfect score in the whole sixteen-year history of the magazine, and their universal acclaim is yet another feather in Nintendo's cap.

Musical Youth

The Japanese have a voracious appetite for all things musical and, as you might have noticed (from imported TV programs and the like)

New Goods

Brand spanking new stuff to treat your N64 to...

BUCK BUMBLE SHOCK PACK
Guillemot • £10 • 0181 944 9000



The Buck Bumble Shock Pack – actually, yes, a Rumble pak, or Bumble pak as we call it – has been released fortuitously to coincide with the release of Ubi Soft's Bee-'em-up. The relation here is mainly in the colour, because the pack is a shocking yellow, quite unlike any bees we've ever known (apart from Jeremy Bee-dle. Ha!), although, splendidly, you'll get one of these blighters free if you buy a copy of the game.

84%

TUROK TOYS
Playmates Toys • £6.99 (6" figures) • £14.99 (Diorama set) • £12.99 (Battles in the Lost Land figures) • 0161 338 2020

Not content with starring in one of the finest gorefests we've ever

sold from Somerset for his winning game *Blitter Boy in Operation Monster Mall*. It's hoped that the competition will encourage more people to join the games industry and help keep British developers at the forefront of World game design.

Dave Jones head of DMA design and chairman of the Scottish Games Alliance, hopes that the competition will become an annual event.

don't mind making a fool of themselves. Konami have cashed in on the situation by bombarding the Japanese otaku with all manner of music-themed video games.

Beatmania, a kind of DJ simulation, has met with huge success in the games arcades and has just been released for the PlayStation, rocketing to the top of the retail charts. There is even a dedicated controller for the game, as mentioned in an earlier news bulletin.

I witnessed 15 of the special controllers being put out on the shelves of one local store yesterday afternoon. By this morning, they had all been sold, giving you some idea of the game's popularity.

There are now two more arcade music games, again both from Konami – *Dance Dance Revolution* and *Pop'n'music*. The first is a huge box with a substantial floor area in front of the screen, dotted with metal plates. The player must leap around and land on the appropriate plate in time with the music. You may look silly doing it, but so far I haven't seen this machine without a line of people waiting to have a go. The second machine is for the more casual music lover, looking just like a watered-down version of *Beatmania*, sporting visuals that have a strong cutesy theme.





played, Turok and his chums have been brought to life in three ranges of action figures. First up are your common-or-garden action figures, each coming, superbly, with a not-yet released cheat code for *Turok 2*. They're also fantastic desk accessories, and are guaranteed to brighten up the greyest of computers (although James confiscated all ours because we were playing with them too much, the spoilsport).

80%

RETROWORLD

with Jason Moore

Yet more crazy facts from the world of the retro has-been...

LIGHT GAMES COLOUR PROJECTION SYSTEM

GRANDSTAND



Grandstand is a very important brand to UK gamers. If it wasn't for their successful distribution of Far-Eastern electronica from the likes of Epoch and Tomy, the early eighties handheld industry would have been little more than a fad. Who can forget classics like *Astro Wars*, *Firefox* and *Scramble*?

By 1988, technology had moved away from simplistic LED tabletops but the Grandstand label refused to die. Enter the Light Games Colour Projection System, developed by American toy giants Playtime.

As its name may infer, the machine really does project games onto walls. According to the blurb in the manual, it's possible to crank the screen up to a staggering two feet across. The unit itself is bright blue, obviously designed with children in mind, and has a bright yellow four-button D-pad configuration, and two bright fire buttons.

The machine was released with a range of games, nine in all, including a version of *Karate Master*, and a soccer game. The cartridges are rather different too, each housing a coloured transparent screen, allowing the bright light within the console to project the image onto a wall.

On using the system, it soon becomes obvious that if you really want a two-foot square picture, you'll have to be prepared for fuzzy vision and a room so dark you won't be able to focus on anything else. All this would be perfectly tolerable if the system offered any real gameplay. Unfortunately, the Light Games System is about as sophisticated as a calculator. Simple LCD games with preset character spaces, so out of date they make Game & Watch look cutting-edge.

Of the two games I've played, *Auto Race*, which came with the machine, offers the best challenge. Guide your car down the motorway, dodging cars across three lanes in an attempt to race as far as possible. Yep, that really is as exciting as it gets.

That said, the games do feature colour backgrounds, and thanks to the amount of batteries inside the unit, sound is suitably loud. Overall, a true innovation as far as games machine design is concerned, and who knows, if re-developed and honed to perfection, an idea that could still create a revolutionary new kind of console.

RETRORATING 77%

GAME PLAYER

GRANDSTAND

No-one could have expected the huge impact that Nintendo's Game Boy would have on the industry, and it affected companies like Grandstand the hardest. Who wanted a stand-alone pocket game when they could have a hand-held cartridge system, about ten times more powerful, in their back pocket?

Grandstand's reaction to Nintendo's success is a rather pale imitation. The Grandstand Game Player is white, with a solid red thumb-pad and two fire buttons. Unlike the Game Boy, the unit comes with three cartridges, each holding the game data *and* the screen for each title.



The unit itself is far from tasteful, with chunky plastic hand grips and brash red stickers.

The games comprise of more simplistic LCD fodder. *Football* is a bizarre single-screen soccer game, where two balls are often on-screen and there are no goals. After ten minutes of button-thumping I still couldn't figure out what the point was.

Minefield is a super-simple version of the classic PC game. Flag the mines, and uncover the space around them. Slow, tedious and, in the end, pointless.

Finally, *Invaders* shows exactly how slow an LCD game can be, with three columns of aliens and a maximum of six on screen at the same time.

It's quite obvious why the Game Player was released. Its Game Boy-esque styling intent on catching parents unaware at Christmas time, with the lure of three free cartridges and a sub-£20 price tag. I wonder how may kids woke up to the disappointment of a Game Player on Christmas Day 1989? A blatant marketing ploy from a respected company that should have known better. Perhaps Grandstand should have taken a look through its own back catalogue, rather than marketing such an under-achieving machine.

RETRORATING 22%

However, Grandstand refused to die. Following hot on the heels of the Game Player came the Game Wizard, a rare two-player cartridge-based LCD console, and also a continued range of simple LCD handhelds based on film and TV licenses.

However, a company so reliant on Far Eastern manufacturers needed those companies to remain at the forefront of gaming technology. In comparison to the millions invested by Nintendo, Grandstand's licensees would never be able to truly compete again.

Jason Moore can be contacted at:
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Bletchley, Milton Keynes MK2 3AS



Updating you on the N64 games of the future

This month including:



△ It's a bar of green soap with sticky out wheels.

◁ The Silicon Valley track.

△ The race through this shopping mall is straight out of the Blues Brothers.

Speed demon



CALIFORNIA SPEED

MIDWAY	64M	1/2	Spring	Summer



A semi-sequel to the *San Francisco Rush* games, *California Speed* is making its way to the N64 after a successful stint in America's arcades.

The game looks suspiciously similar to *Rush 2* with its wide urban roads and skiddy tyre marks, but it aims to distinguish itself from its stunt-crazed cousin by sticking to a more down-to-earth style of driving. That doesn't mean there won't be plenty of opportunities to take huge jumps and flying shortcuts, it's just not as big a part of the gameplay as it is in *Rush 2*.

Spectacular and unusual scenery is a stand-out feature of the arcade version, which offers a combination of street circuits and closed test tracks. There are 14 tracks in all, set in the wacky state of California. Santa Cruz is a pleasant coastal drive taking in an amusement park and roller coaster along the way, Mount Shasta features a course set inside a volcano, San Diego includes a leap off the launching ramp of an aircraft carrier, and Silicon Valley takes in a tour of Bill Gates country before embarking on a final section inside a giant computer.

The tracks can be tackled just about any way you like, but taking on the Do The State mode and completing every track in a specific order reveals one of several different end sequences, with secret cars and the like as rewards.

Naturally there are plenty of vehicles to choose from, including Corvette, Ferrari and Lamborghini look-alikes, a pick-up truck, and an assortment of unstable-looking customised things made out of the chassis of a Beetle and a few cornflake packets.

Due to the early state of the N64 conversion, the shots on this page are all from the *California Speed* arcade machine. We'll probably get a slight drop in screen resolution for our version, but apart from that all the arcade features and gameplay should remain intact. More information as we get it. 



Now that's the only way to ride a roller coaster as nature intended it. ▷

▽ Slightly surreal aircraft carrier racing action.

Gold rush



GOLDEN NUGGET

EA	64M	1-4	December	TBA



Wahey! The N64 is about to get a gambling game. Another gambling game actually, since Crave's *Caesar's Palace* (which Tim saw at E3) is also on the way soonish.

Golden Nugget is a casino simulator (licensed from a genuine real life one) featuring several popular high-risk wastes of money – poker, roulette, pontoon, fruit machines, and the appropriately named craps. Most of the games have a few different variations, such as five card, seven card, and video poker, so you'll never get bored of pretending to wager huge amounts of cash against the computer. Or so they tell us.

In case your knowledge of Las Vegas casinos isn't up to scratch, all the rules for all the game variants are available at the touch of a button. Consequently there's no excuse for card sharpery, and any deck counters or other cheats will be punished by the on-screen Joe Pesci character and his Black & Decker Workmate†.

The game is unique in featuring a split-screen option for up to four players, including a mixture of human and CPU gamblers. You can even, should you so wish, place real bets on the outcome, although we'd suggest a house limit of 2p per hand as the computer is bound to con you. We just don't trust its vacant digital eyes.



† Workmate option subject to licence.

▽ *Incredible multiplayer dice action. Quite phenomenal in fact.*



△ *That's the real Golden Nugget casino. The N64 version is both cheaper and safer.*

▽ *Well played. Blackjack is a true test of gaming skill.*





△ *When the dealer tries to cheat you, whip out a 45 and give her some hot lead justice.*

Cool Boarding



SNOWBOARD KIDS 2

ATLUS	64M	1-4	April	Summer

Brilliant news! The adorable *Snowboard Kids* is set to return sooner than you might imagine. Development on *Snowboard Kids 2* is well underway, and the game will be out in Japan by next April.

This sequel improves on the original in just about every way. There are more weapons, more courses, more characters, and it's much faster all round – especially in multiplayer. The surreal environments have been expanded to include underwater races, low gravity space tracks, and even some uphill boarding sections. The one thing you won't see much of here is snow, as the courses are generally of the mud, concrete, metal and grass variety.

There are now ten characters, including all of the original cast, and five different costumes for each one. Some of the new boys and girls are Sinobin-style boss characters (including a bloke in a rasta hat, by the looks of things) who'll have to be given a sound thrashing before they can be added to your list of selectable boarders. Hopefully there'll be a selection of different end sequences this time – the original ending was one of the best we've seen.





△ *Excellent banked turns and brand new courses abound.*



△ *More characters to meet and snowboards to purchase.*



◁ *The best of the old power-ups remain.*







Pikachu is wide awake and curious to meet you.



Looks like he's writing a note to that Bulbasaur.



You li'l cutie. Where's my shotgun?

Hello yellow!



PIKACHU GENKI DECHU

NINTENDO	128M	 1	 December	 TBA

Pikachu says "I'm okay". Well that's nice to know, and you simply can't imagine how important the little yellow cutie's happiness is to millions of Japanese Pocket Monsters fans.

Pikachu Genki Dechu is perhaps the ultimate evolution of the Tamagotchi virtual pet phenomenon – as well as nurturing your pet using a standard controller, you get to talk to it via Nintendo's latest bit of innovative hardware, the voice recognition unit. The VRU (or whatever it ends up being called) has changed a bit since it debuted at Space World back in November '97. It now seems to be a small controller pak with a little stubby microphone sticking out of it. In conjunction with the voice-recognition technology in the game, it translates what you say into Pikachu language.

Before you can talk to Pikachu you've got to explore his (her? its?) natural forest habitat to find him, just like in Game Boy *Pokémon*, but instead of hitting him over the head and using a Poké ball to catch him, you have to befriend him by whispering words of kindness. The first word Pikachu recognises is his own name – shouting it will wake the creature up and gain his undivided attention. After that it's entirely up to you, and you'll have to discover the words Pikachu understands (when the VRU recognises a word, the little microphone icon in the bottom right of the screen lights up).

Pikachu has loads of different moods, ranging from very angry to flattered, depending on what you say to him. Insulting him will make him storm off in a huff, and telling him how pretty he is will make him blush. Most of the time Pikachu will wander around the forest on his own, meeting other Pokémon, doing cute Pikachu-type things and muttering under his breath.

To save the poor creature from getting bored you can play games with him – take him fishing, help him collect apples (his favourite food), throw him a ball to play with. Pikachu is also a mine of information for the dedicated Pokémon trainer, quizzing you to make sure you know your Ponytas from your Venusaurs and offering hints on where to find them.

Sounds interesting. The downside is that the VRU only understands basic Japanese (Wil's already putting in some revision sessions), but here's hoping for an English translation.

Pikachu meets a friendly caterpillar. This game is adorable.





Aaargh! Aaargh! Pikachu's going to have nightmares tonight.

Hello Mr Tortoise. I'm going to give you a 25000 volt headache.





Hello! My name's Pikachu, and I don't speak a word of English.



I want to be your friend! Feed me words of Oriental wisdom.

RPG NEWS





Move between lands with your team of battlers in tow.



Ooooh, a big, harsh 52 points. That's going to smart some, is it not?



The power of wind unleashed onto battalions of unsuspectings. Breezy does it!

OGRE BATTLE 3 PERSON OF LORDLY CALIBRE

QUEST	128M	 1	 Spring	 Autumn

Game ogre...

Calling all people of Lordly Calibre! Roll on up for 1999's most tasty RPG...

The good news for us Western RPG players is that Nintendo of America have already pencilled in *Ogre Battle 3* for the summer and are in the middle of translating the N64's most complicated role-player yet. Which means that a UK version could wind its way into your hands – just as you finish *Zelda 64* hopefully – in about, oooooh, autumn.

And it's true, *Ogre Battle 3* has made RPG News its home in the past couple of months. But, there's a good reason. With their first N64 game, Quest have turned out a bit of a polished gem. Looking a little like 'traditional' SNES RPGs, *Ogre Battle 3* is, nevertheless, a bit of a rarity in 64-bits with its isometric view, menu-driven combat and 'strategy' gaming. It's not so much about wandering round towns and talking to blokes with white beards, as it is about managing a group of battle-hardened troops and leading them to victory. Like the previous two outings, *Ogre Battle* is primarily geared towards scrapping.

Of course, those favourite RPG *things* haven't been forgotten. So, you can expect magical powers to adorn your besuited battlers in the shape of elemental-style fire, earth, water and wind spells, as well as a party of men and women equipped with attacks specific to their character. So, wizards can summon up dragons, while scabby old hags will be able to spread bubonic plague. Or something.

Anyhow, once you've cast death across a character, or they've cast death across you, a short animation shows them reeling in pain. The best? Undoubtedly the one where a knight bubbles with purple blotches o' hurt after being poisoned.

The most interesting bit is before a battle, where you must shift across to a side screen full of characters you've collected. The screen is divided into a set of about 16 'pedestals' which can carry nine different characters at any one time. Once you've chopped and changed your pedestal around and settled on the nine characters you want to take into battle, you switch back to the combat screen and the pedestal sits in the bottom left, or top right corner. Yep, it's that strange blue or red chess board thing. Get strategy gaming, you!

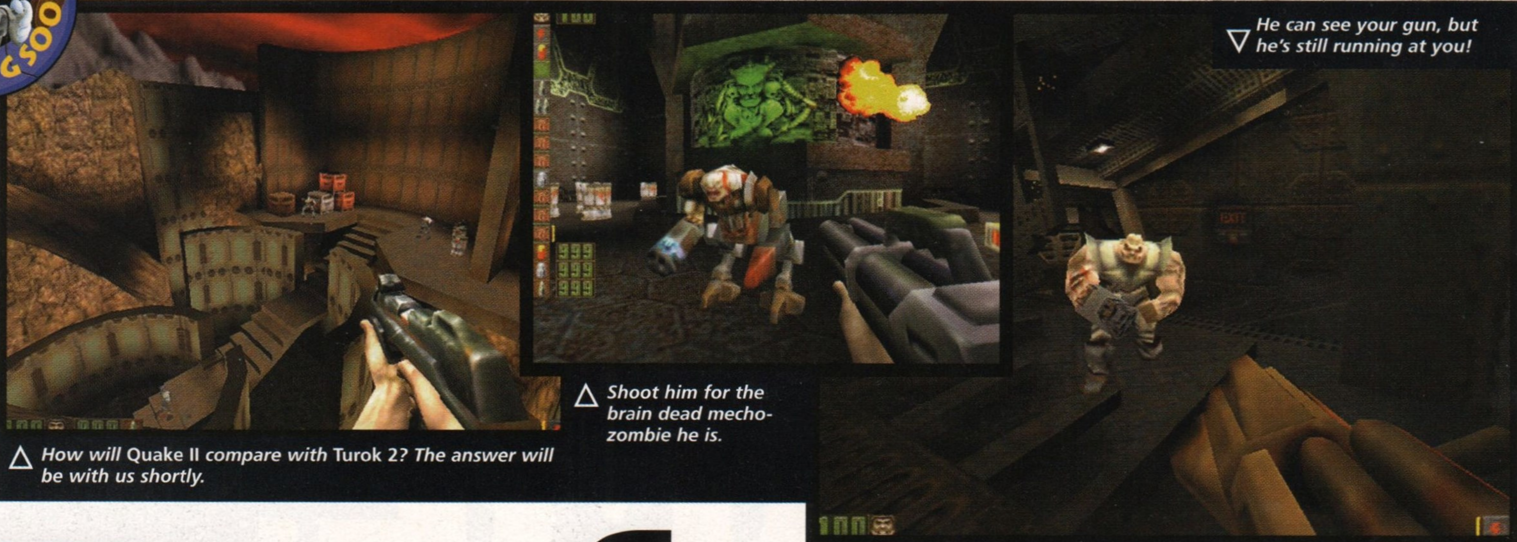
The game is also thick in impressive real-time cut scenes and, despite being almost entirely fixed in that familiar isometric position, is rich indeed in the paintbrush department. It's out in the first three months of this year and, frankly, we can't wait. More very soon... 



One of Ogre Battle's highly impressive cut scenes. Right up there with Zelda. Um, maybe. But, it's good...



The SNES-like approach makes it a game for bleary-eyed reminiscers.



How will Quake II compare with Turok 2? The answer will be with us shortly.

Shoot him for the brain dead mecho-zombie he is.

He can see your gun, but he's still running at you!

Fun for one

NEW INFO!

QUAKE II

ACTIVISION	96M	 1-4	 February	 Spring

The most disappointing aspect of the original *Quake* on the PC was the one-player game, which was basically the same as *Doom*. It was redeemed by the excellent deathmatch mode, but since that feature didn't make it into the N64 conversion (which was for two players only), *Quake* came in a sorry fourth best behind *Turok*, *GoldenEye* and *Duke Nukem*.

But as any PC owner will happily tell you (at length), *Quake II*'s single player game is a huge improvement. It's divided up into nine 'units', each of which consists of a number of separate levels. There are several mission objectives to accomplish to complete each unit – achieving the primary goals allows you to select the next unit, and achieving the secondary goals will make your progress slightly easier. The relatively non-linear design means that you can go back to previous levels to try and complete a secondary goal if the later levels are proving too tough.



"Ow! That really hurt, actually."



And then his head exploded. Don't play with missiles if you don't mean to kill things. Sensible rule, that.



Graceful movement was outlawed in the Quake world. Everybody shambles.

The levels are more industrial looking than the brown castles of the original *Quake*. Many of them look like they've been heavily influenced by the film Aliens, and there are dying marines captured by the evil Strogg dotted around the place – one of your secondary goals is to administer a swift mercy killing or two.



PC gamers swear by Quake. But then, they haven't got GoldenEye, have they.

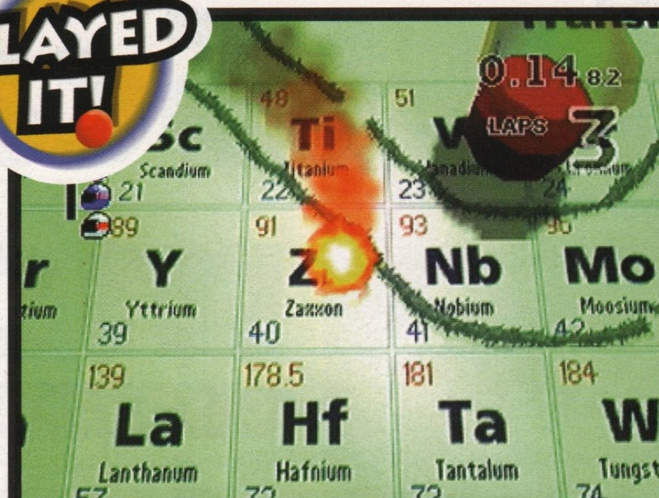
The enemies are slightly more intelligent than before, with certain guards running to sound alarms when they catch sight of you. For the most part, the bad guys still just run towards you with their guns blazing, but a few of the smarter ones will take evasive action when you aim one of *Quake II*'s 11 weapons at their heads. In addition to the offensive weapons there is a new Power Shield feature, which can be turned on or off at any time – using it reduces the amount of damage you take, instead draining your precious power cells. It's also possible to store items like the Quad Damage power-up in your backpack for later use, introducing an element of strategy.

MICRO MACHINES

CODEMASTERS	64M	1-4	February 99	TBA

PLAYED IT!

Motor minor



Chemistry lessons have never been so much fun. They've never been fun, in fact.

Just a quick note to say that *Micro Machines* is still going to happen for the N64, albeit in February of next year rather than the pre-Christmas date we'd been hoping for.

The game is a straight conversion of the V3 edition that introduced PlayStation gamers to the delights of miniature multiplaying, and promises to be the first N64 game with an eight-player mode. Quite how comfortable it'll be for eight players to play one game using four pads between them remains to be seen, but it'll certainly have novelty value on its side.

These are the latest screenshots of the N64 version which will boast some all-new, Nintendo-specific races. And of course, the addition of analogue control should make playing the game a very different experience. Review next issue.





Whoops. Best not to drive up this bit of a dog. Not in the normal way, at least.



Little boat takes a dramatic short cut.

Wing commander

ROGUE SQUADRON

LUCASARTS	TBAM	1	January	December

NEW PICS!

You could see it as Europe getting a bum deal again, or you could admit that everyone will be too busy playing *Zelda* to care anyway, but the fact of the matter is that America gets *Rogue Squadron* before Christmas, everyone else has to wait until the New Year.

The PC version of the game will be out this side of Yuletide, however, and sneak previews in the offices of **N64**'s sister magazine, PC Gamer, confirmed some of the worries we'd developed about the game as far back as its first appearance at June's E3 game show. While the detail on your selection of A-Wings, Y-Wings, X-Wings and the rest of the Star Wars squadron might be great, the misting and game structure is a little on the 'average' side.

Considering that *Shadows of the Empire* was a fairly hit-and-miss affair we'll be playing close attention to this, its follow up. Expect a review in the next issue.

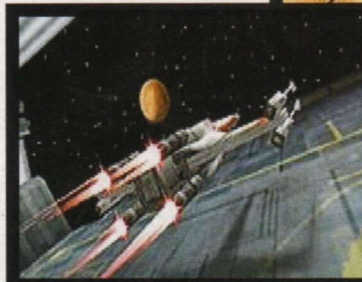




Luke gives the desert base a significant shoeing.



The draw distance is a bit of a worry for us.



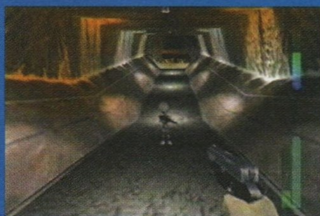
Cut scene, ahoy! This starts off your mission.

GO! GO!

An ear to the ground

Those N64 readers who also happen to own a PC will be well aware of how good the fantastic ***Half Life*** is. A super-violent first-person shooter, developers Valve hinted this month that they're looking into the possibilities of converting it for the N64. The only problem could be the size of the game and the fact that there's *stacks* of speech.

Rare have sent out a few feelers this month to see what readers of **N64** Magazine might want to see in ***Perfect Dark***. Speaking to our top secret chums in Twycross, it became clear that they were very, very keen on pleasing their audience. "We're interested in seeing what your readers would like from *Perfect Dark*", they told us. So, get thinking and write into us now!



Castlevania is reportedly the talk of Hollywood at the mo as, according to film fan site Ain't-It-Cool, the aforementioned Konami game is in the throws of being turned into a movie. Nothing's been confirmed but the Internet site is normally pretty reliable. We'll see.

The Codemasters' official best game ever has been cancelled. ***TOCA Touring Car***, which was confirmed a little while after *Micro Machines* last year, has been stashed away in the cupboard marked 'Defunct'. Codey's wouldn't say why but, in the light of the fabulous *TOCA 2* on the PlayStation, it's a bit of a disappointment. Oh well, we'll wait for *Micro Machines*.

Oh, and finally, the Dreamcast doesn't seem to be finding life particularly easy. *Godzilla Generations* is, to quote those in the know, "crap", while *Sonic Adventure* is (chortle) "definitely no *Mario*... yet". Still, you have to laugh, eh? Well, we do. Did. Have done. Um...

Scary monsters

NEW PICS!

CASTLEVANIA

KONAMI	TBAM	 1	 Summer 99	 Summer 99

Work continues apace on Konami's excellent 3D spook-'em-up, with news reaching the N64 office that the game is so large it can currently only be accommodated on four of Nintendo's 256M development cartridges – the biggest yet available.

Obviously, Konami haven't got the option to sell the game on four carts – just think how expensive that would be when you came to buy it at Electronics Boutique – and so a lot of squeezing and compressing is going to have to happen.

We played the latest version of the game to arrive in the UK from Konami's Japanese base back in issue 22, and here are a couple of screenshots we didn't manage to squeeze in then. Expect a fuller Special Investigation some time in the spring.



△ *Castlevania has similarities with Zelda but jumping isn't automatic.*





Carrie Eastfield and her violin. ▷

◁ *Nice fire effects. It hurts, though.*

Pig muck

PLAYED IT!

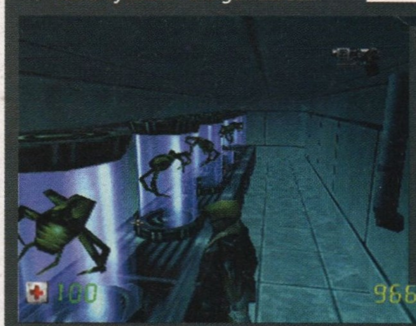
DUKE NUKEM: ZERO HOUR

GT/EUROCOM	TBAM	 1-4	 March	 March

The *Duke Nukem* news this month is that the game has got itself a firm release slot. By the middle of March next year Duke will be fighting it out with the same crew of pig aliens that caused him so much trouble the first time around.



▽ *Duke examines some 'things' in some cylinder 'things'. Sweet.*





△ *Imagine answering the door to this! Jeeze!*

The game has already been released in its *Time to Kill* format on the PlayStation, garnering some great review scores, if not the sales to go with them. The N64 version – called *Zero Hour* to distinguish it – has a number of unique levels to its name but uses the same third-person, *Tomb Raider*-style viewpoint. A cheat code will probably give you the option to play in the more familiar first-person view.

The game is currently undergoing some finishing touches at the hands of Eurocom, the Derby-based developers who did such a fine job on the original N64 version of the game. Whether the game's deathmatch will be up to the high standard set by *Turok 2* is something we'll be investigating thoroughly in issue 26.

日本製



MADE IN JAPAN

Our man in Japan takes a trip back to England and discovers life at home aint that bad after all.

You've never had it so good

Think Japanese N64 owners have the best of it? Think again...

I've spent about half of this month back in the UK, visiting family, introducing my son to his cousin and spending as much time as I could get away with in games shops throughout East Anglia.

The great thing about being a games journo is that you have an excuse for standing around in games stores for hours on end – better than that, this even covers buying the games, taking them home and then playing them for ages, while everyone around you busies themselves with less essential activities, like eating and sleeping. Ah, bliss.

Sadly, on this trip, gaming heaven had to wait. Japan, as you probably know, is NTSC-flavoured and Britain isn't. Most new televisions in Britain can handle an NTSC signal, whereas their Japanese counterparts tend to produce a PAL image which looks just like those green-and-red pictures which require 3D glasses. What a difference 100 lines makes.

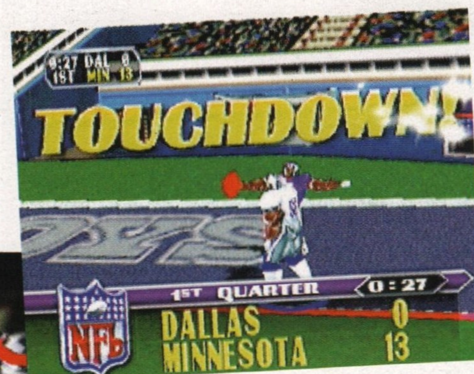
The point of all this is that my jaunts into all those games stores were a bit like a eunuch taking a trip into Amsterdam's red-light district – I could look all I wanted, but touching would have been a bit pointless. Consigned to gamers' hell, I wandered through the likes of Electronics Boutique, Game and Virgin Megastore with an expression that was greedy but also kind of wistful. 'But you live in Japan!' I hear you cry. 'Why on earth would you envy us, when you live at the epicentre of gaming'

Well, what if I were to say that the only N64-related advert on TV right now is for *Banjo-Kazooie*, which isn't due for release until December? What if I added that *F1 World Grand Prix* hasn't seen the light of day yet over here, *NFL Quarterback Club 99* probably never will, and *Silicon Valley* hasn't even appeared in the 'TBA' listings?

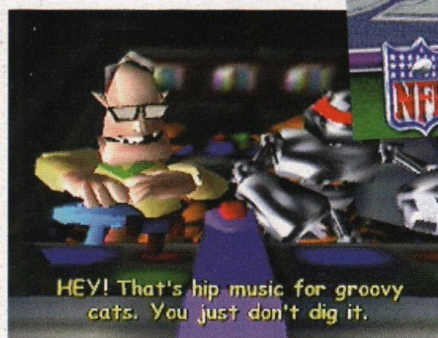
The only definite releases I have to look forward to over the next two months are *Banjo* and *Pikachu Genki Dechu*. And I already have *Banjo*.

Never mind – I'm quite an American football fan (someone has to be), so I'll just go out and pick up *Madden 99*. But no: with the kind of acute marketing thought that decided UK gamers wouldn't buy *1080°* in summer time, Nintendo also apparently think that the Japanese wouldn't buy an American football game. Despite the fact that Japan is just about the only other country in the world that takes the playing of the sport seriously, with high school and university teams and live TV broadcasts of top college matches.

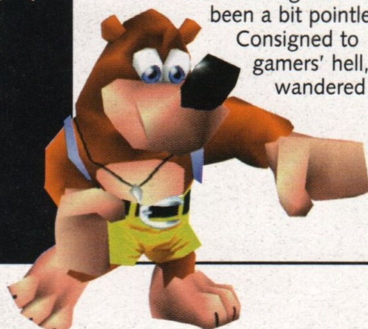
All right, you say, just import *Madden* and *QB Club* over from the States. But that's not the point, surely – this is the N64's home ground – where are the games? You've got blasting around in an X, Y or A-wing to look forward to and I get to chat up a bloody Pocket Monster.



NFL – unlikely to be arriving on Japanese shores...



...and as far as the Japs are concerned Silicon Valley doesn't even exist!





PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Date	Movement	N64 review
1	NEW! The Legend of Zelda	Nintendo	12/98	New entry	Issue 24 98%
2	NEW! WCW/NWO Revenge	T•HQ	12/98	New entry	Issue 22 75%
3	1080° Snowboarding	Nintendo	10/98	Non-mover	Issue 21 89%
4	F1 World Grand Prix	Nintendo	9/98	Last month's chart position – 2	Issue 20 93%
5	F-Zero X	Nintendo	Released: 10/98	Last month's chart position – 1	Issue 20 92%
6	NEW! Body Harvest	Gremlin	Released: 11/98	New entry	Issue 22 91%
7	Banjo-Kazooie	Rare/Nintendo	Released: 7/98	Last month's chart position – 5	Issue 18 92%
8	ISS '98	Konami	Released: 10/98	Last month's chart position – 7	Issue 20 92%
9	Quake 64	GT	Released: 5/98	Re-entry	Issue 15 79%
10	NEW! Silicon Valley	Take 2	Released: 11/98	New entry	Issue 22 91%

Top 5 Import chart

Source: Skill Academy

Pos	Title	Publisher • Genre	N64 review
1	The Legend of Zelda 64	Nintendo • RPG/ACT	Issue 24 – 97%
2	Turok 2: Seeds of Evil	Acclaim • ACT	Issue 21 – 95%
3	Body Harvest	Gremlin • ACT	Issue 22 – 91%
4	Silicon Valley	Take 2 • ACT/STG	Issue 22 – 91%
5	F-Zero X	Nintendo • RAC	Issue 19 – 91%

N64 5 Most played / 5 Most wanted — Readers 5 Most played / 5 Most wanted

	N64 5 Most played	N64 5 Most wanted	Readers 5 Most played	Readers 5 Most wanted
1	Zelda 64 — Nintendo, ACT/RPG — N64 Issue 24 • 98%	Perfect Dark — Rare/Nintendo, ACT — UK: Early '99, USA: Early '99	GoldenEye 007 — Rare/Nintendo, ACT — N64 Issue 9, 94%	Legend of Zelda — Nintendo, ACT/RPG — USA: 23rd November, UK: 27th November
2	Turok 2 — Acclaim, ACT — N64 Issue 21 • 95%	Smash Bros. — Nintendo, ACT — JPN: TBA, UK: TBA	Banjo-Kazooie — Rare/Nintendo, ACT — N64 Issue 18, 92%	Turok 2 — Acclaim, SHT — USA: November, UK: November
3	Bust-a-Move 3 — Acclaim, PUZ — N64 Issue 24 • 82%	Jet Force Gemini — Rare/Nintendo, SHT — UK: March '99, USA: March '99	Mission: Impossible — Infogrames, ACT — N64 Issue 19, 75%	Banjo-Tooie — Rare/Nintendo, ACT — UK: TBA, USA: TBA
4	Body Harvest — Gremlin, ACT — N64 Issue 22 • 91%	Shadowman — Acclaim, ACT — UK: May '99, USA: May '99	ISS '98 — Konami, SPT — N64 Issue 20, 92%	Perfect Dark — Rare, ACT — UK: Summer '99, USA: Summer '99
5	F-Zero X — Nintendo, RAC — N64 Issue 22 • 91%	Duke Nukem — GT, SHT — UK: March '99, USA: March '99	Mario 64 — Nintendo, ACT — N64 Issue 1, 96%	Shadowman — Acclaim, ACT — UK: March '99, USA: March '99

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
December 1998			
Bio Tetris	Bottom Up	ETC	JPN
Goemon 2	Konami	ACT	JPN
Mario Party	Nin/Hudson	TAB	JPN
NBA Jam '99	Acclaim	SPT	UK
Rush 2: Extreme Racing	GT	RAC	UK
Top Gear Overdrive	Kemco	RAC	ALL
Turok 2: Seeds of Evil	Acclaim	SHT	US/UK
Twisted Edge Snowboarding	Midway	SPT	US
January 1999			
Doraemon 2	Epoch	ACT	JPN
Goemon 2	Konami	ACT	UK
Golden Nugget	Crave	ACT	US
Harvest Moon	Pack-N-Soft	RPG	JPN
Legend of the River King	Natsume	SPT	JPN
Magical Disney Tetris	Capcom	PUZ	UK
Ogre Battle 3	Quest	SLG	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Rogue Squadron	LucasArts	ACT	UK
South Park: Deeply Impacted	Acclaim	ACT	UK
Twisted Edge Snowboarding	Nintendo	SPT	UK
Wipeout 64	Psygnosis	RAC	UK
Zool	Imagineer	RPG	JPN
February 99			
Earthworm Jim 3D	Interplay	ACT	UK
Monaco Grand Prix	Ubi Soft	RAC	UK
Micro Machines V3	Codemasters	RAC	UK
Roadsters '99	Titus	RAC	UK
Snowboard Kids 2	Atlus	RAC	JPN
Superman	Titus	ACT	UK
Winback	Koei	ACT	JPN
March 99			
Castlevania 64	Konami	ACT	ALL
Duke Nukem: Zero Hour	GT	ACT	US/UK
FIFA '99	EA	SPT	UK
Hybrid Heaven	Konami	ACT	UK
Jet Force Gemini	Rare	ACT	UK
Rayman 2	UbiSoft	ACT	US
Tonic Trouble	Ubi Soft	ACT	US/UK
Vigilante 8	Activision	ACT	US
World League Soccer '99	Eidos	SPT	UK
1999/TBA			
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK

Game name	Publisher	Type	Country
Aeon Flux	GT	ACT	US
All Star Tennis 99	Ubi Soft	SPT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Assault	Midway	ACT	US
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Battletanx	3DO	RAC	US
Battlezone	Crave	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Blues Brothers 2000	Titus	ACT	UK
California Speed	Midway	RAC	US
Carmageddon 2	Interplay	ACT	US
Chameleon Twist 2	Sunsoft	ACT	JPN
Charlie Blast's Territory	Kemco	PUZ	US
Command and Conquer	EA	STG	US
Contra 64	Konami	SHT	JPN
Daikatana	Ion Storm	SHT	US
Destruction Derby	Psygnosis	RAC	UK
Donkey Kong World	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Exhumed 64	Crave	SHT	US
Fisherman Bass Hunter 64	Take 2	SPT	US
Flights of the UN	Video Sys.	SHT	JPN
Fox Sports College Hoops 99	Fox Sports	SPT	US
Half Life	Sierra	SHT	US
Harrier Strike Force	Video System	SIM	US
Hercules: Legendary Journeys	Titus	ACT	US
Hype: The Time Quest	Ubi Soft	ACT	UK
GT World Tour	Boss Games	RAC	UK
Jest	Infogrames	ACT	UK
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Legion X	Hudson	ACT	JPN
Loderunner 64	Bandai	ACT	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
Milo's Astro Lanes	Crave	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL Blitz '99	Midway	SPT	US
Nightmare Creatures	Activision	ACT	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Perfect Dark	Rare	SHT	US/UK

Game name	Publisher	Type	Country
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Quake II	Activision	SHT	US/UK
Rat Attack	Mindscape	ACT	UK
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Ronaldo Soccer	Infogrames	SPT	UK
Rugrats	T•HQ	ACT	US
Shadowgate	Kemco	RPG	US
Shadowman	Acclaim	ACT	US/UK
Sim City 2000	Infogrames	SLG	UK
Sim City 64DD	Nintendo	SLG	JPN
Sim Copter 64	Maxis	SIM	US
Smash Brothers	Nintendo	ACT	JPN
Snow Speeder	Imagineer	SPT	JPN
Spooky	ICE	ACT	US/UK
Star Wars: The Phantom Menace	Nintendo	ACT	US
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Survivor Day One	Konami	ACT	JPN
Tazmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Top Gear Rally 64DD	Kemco	RAC	ALL
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
VR Pool	Crave	SPT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Xena: Warrior Princess	Titus	–	US

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

PLANET 64 INFORMATION station

Top 5 vote n' draw

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
LT Selby from Sunderland wins a copy of Buck Bumble!

My five most played games are:	My five most wanted games are:

Name

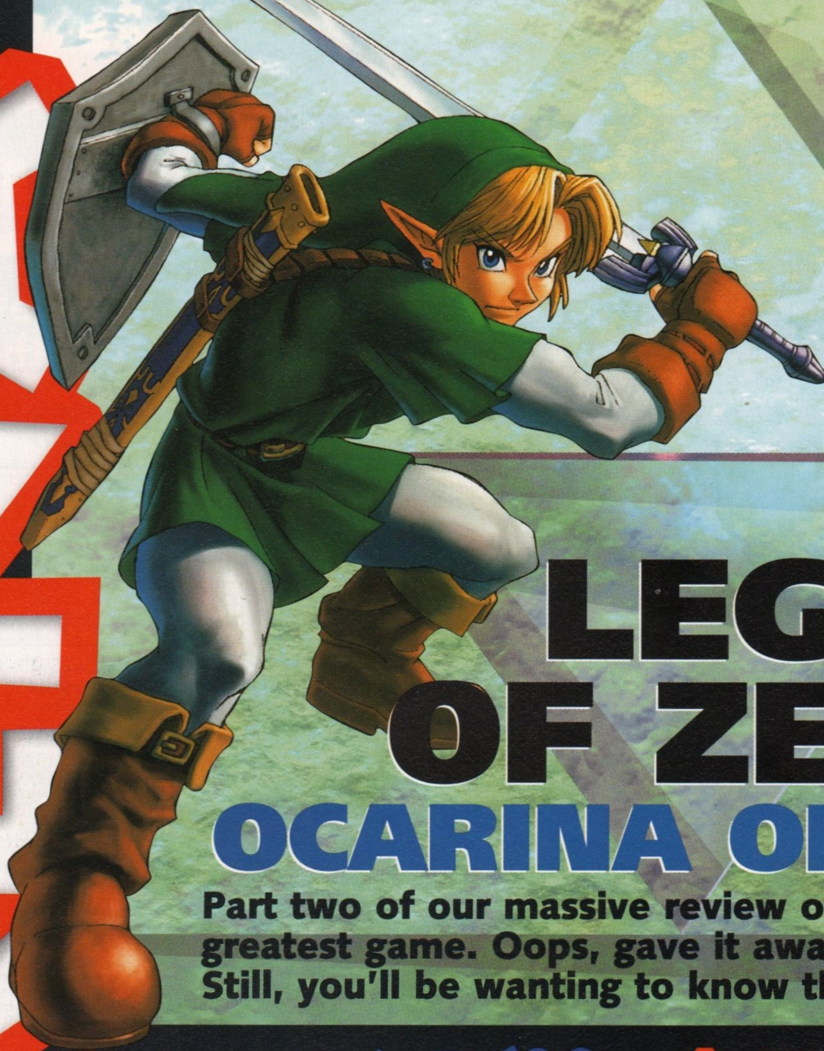
Address

Postcode

Game wanted

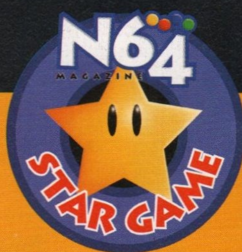
THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA



THE LEGEND OF ZELDA
OCARINA OF TIME

Part two of our massive review of the world's greatest game. Oops, gave it away a bit, there. Still, you'll be wanting to know that score. GO TO PAGE 32



N64 MAGAZINE ARENA
Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.



85% and above – *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

84% – 70% – *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

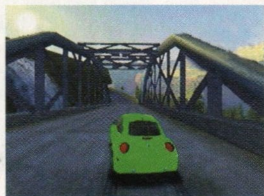
69% – 50% – *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

49% – 20% – *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

19% – 0% – *The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.*

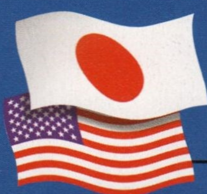
TOP GEAR OVERDRIVE

Looks amazing, but is it better than *Rally*...?



RUSH 2

Out goes San Francisco, in comes Alcatraz...



IMPORT ARENA

The games they're playing in America and Japan.

HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

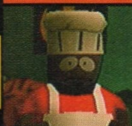
At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

South Park. Okay, so it's got its faults, but it's worth a dabble, not least because you can tell someone to (*Aaaand cut!* – Ed). Coming live from CartoonLand, then, the team speak... Idiots.



James Ashton
"I passed my test! Turns out that it does take four hours to climb out of that pit on Dartmoor. As the instructor found out."
Game of the month: Zelda 64



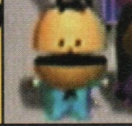
Wil Overton™
"Hair. That's all you people ever talk about. What about my dazzling personality, or dry wit? Eh? Okay, let's go back to the hair..."
Game of the month: Zelda 64



Tim Weaver
"Hello. Tim here. This month I've been caring for fluffy bunnies and not swearing at all. I love nature... I'M BEING CENSORED (Snip!)"
Game of the month: Zelda 64



Martin Kitts
"Sniff, sniff. I can smell your blood..."
Game of the month: Zelda 64



Justin Webb
"Baby Ike's mouth is a bit like mine. Wide. It's singing to Depeche Mode that does it. (Don't we bleedin' know it – Rest of team)"
Game of the month: Zelda 64



Paul Edwards
"My Indian name is The One With The Long Mane?" And your Bristolian name? "Um... The One Who Looks Like Pat Sharp. Ahem."
Game of the month: Zelda 64



Andrea Ball
"What a month! After greasing up with fat from a two day old frying pan, I fell alseep under the sunbed. My new look is 'African'."
Game of the month: Zelda 64



Jes Bickham
"Hallo! Oncle Jes to stay, no? Ja, eets true, I am here again! You could zay I am here and there and everyvere. Horses get me excited."
Game of the month: Zelda 64



Mark Green
"I'm nine feet tall, so it's been difficult to see the team this month due to thick cloud. I had a crumb on my face. It was a cabbage."
Game of the month: Zelda 64



James Price
"(Fade in)... the thing with the common field rodent is that they can't actually burrow holes by themselves... (Fade Out)."
Game of the month: Zelda 64

PREVIOUSLY IN N64 For the first instalment of our *Zelda* review check out issue 23.

It's here. After three long years of speculation, screenshots and fevered anticipation, *The Legend of Zelda: Ocarina of Time* is here. It wouldn't be an understatement to say that this is the most hotly-awaited game ever, full stop. It's still hard to believe that we've got the finished cartridge in our hands. And that we've played it to within an inch of our lives.

And we know, thanks to Wil's preliminary review last month, that *Zelda 64* is all that we wanted, and expected, and even more than that. But, as we didn't have time to finish it, we didn't want to award it a mark and risk being the tiniest bit wrong. Well, for the last month we've foregone sleep, food, and the attentions of our significant others to complete the game – not only to bring you the definitive review, but because *Ocarina of Time* is just so good that we couldn't have stopped playing it even if we wanted to.

So put the kettle on, settle down and prepare to find out just exactly why *The Legend of Zelda: Ocarina of Time* is, without a doubt, the best game you'll ever play.

THE LEG



WARNING!
spoiler alert!

With this being the Most Important Game in the History of the World, and all that, you probably want to discover every little delight that the game holds for yourself. So, we're warning you now that the following pages disclose sensitive information abut the story, the levels, bosses, and all sorts of as-yet unrevealed stuff. Should you not want us to spoil anything for you, we advise you to turn to page 45, look at the score, and go out and buy the game.
Immediately.



The Legend of Zelda Ocarina of Time			
NINTENDO			
Out now	256M	1	
	~~troller Pak XX PA~~	Cartridge back-up	Rumble Pak
£50			

Smile. Laugh. Make merry. *Zelda* is here and things will never be the same again....

END OF ZELDA OCARINA OF TIME

HOW TO... GET THROUGH THE FIRST DUNGEON

Wil showed you quite comprehensively around the training ground of Kokiri Forest last month, so it's time to lead you through the first dungeon – inside the Deku Tree. Don't forget to go through all the training, though. Are you ready?

1 Don't forget the Kokiri Sword and Deku Shield before you leave Kokiri Forest – the shield can be bought from the shop.

△ Shop! Yes.

▷ Leaping over the stepping stones will get you Rupees.

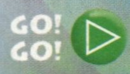
2 And the Sword can be found in a chest through a small tunnel by the Know-It-All brothers' house.

▽ Mind the huge boulder on your way out – it'll flatten you.

3 Leave Kokiri Forest by the path near the House of Twins, guarded by a grumpy Mido. Mind the Deku Baba plants beyond. Reach the Deku Tree, listen to him, and enter...

△ You're only small, but you've got what it takes to succeed. Give 'em hell!

You can change Link's name to, say, Jes, which is nice. (No it's not! – Ed) ▷



HOW TO... GET THROUGH THE FIRST DUNGEON *continued*

4 Inside, around the web-covered hole, you can kill Deku Babas for Deku Sticks and slash the plants for Deku Seeds. Go up the ladder on the left, and carry on around to the chest.


Up the ladder and follow the path.
That's a Deku Baba plant.

5 Open the chest, but ignore the Skulltulas on the wall for the moment – carry on around to the door further ahead.



Listen to Navi – she's full of advice.

6 Once inside, a strange beast will pop up in the centre and fire nuts at you. Using your shield, reflect one back at him, and then corner him when he pops out and runs around. He'll surrender and give you a hint.


It's actually called a 'Deku Scrub'. They're cowardly things.

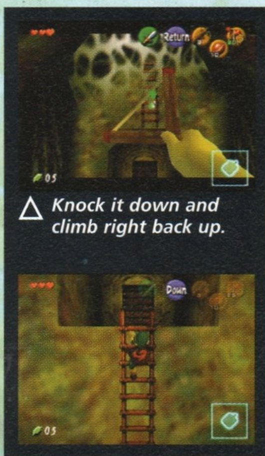
Remember what he says to you – you'll need it later on...



7 Go through the door that leads to the next room. Jump onto the platform – it'll break. Climb up the vines to the other side, open the chest and – yes! – get the slingshot.



8 Shoot the ladder above the entrance to drop it down, and go back to the Skulltulas on the vine wall.


Knock it down and climb right back up.

9 Pick them off with the Slingshot (handy!), and climb up the vines to the next level.


Evil spiders they may be, but they're no match for the Slingshot.
Make sure you get 'em all before you climb.

10 Once you're up on the next level, stroll around to find the door, go in, and hit the switch on the right to raise the pillars.



Mind the Skulltulas in the webbing.
Hurry! You've not got long before the pillars rise again!

11 Leap across the pillars to the alcove on the left. Open the chest for a freebie and kill the gold Skulltula for a special token. Get back to the switch via the vines, and hit it again.



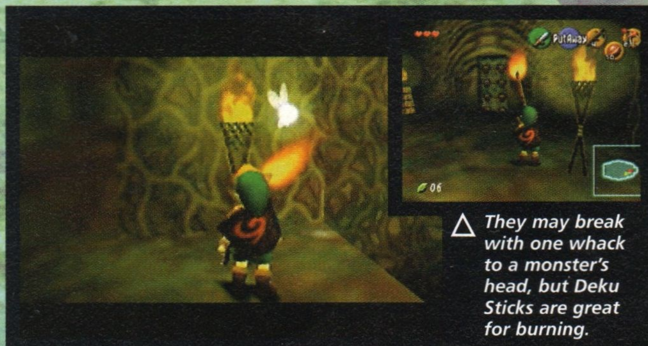
You'll need these in Kakariko village...

12 Now leap over the pillars to the opposite side, open the chest there, and return to the door.



The auto jump works brilliantly.

13 But it's locked! What to do? Well, try this; Get a Deku Stick and light it from the flaming lantern, take it to the unlit lantern, and light it. The door now opens. Ace!


They may break with one whack to a monster's head, but Deku Sticks are great for burning.

14 Right, then. There are three Skulltulas around the central web column. Kill them all (by hitting their bellies twice) and walk to the edge of the walkway...



15 ...and then leap! You should plummet straight down to the ground floor of the tree, burst through the hole in the floor, and fall through to a chamber.



16 Climb out of the water, hit the switch and a lamp will catch fire, burning the webs surrounding it (clue!). Have a rummage in the chest. Kill the Skulltula on the bars for a token.



◁ Hit the switch to ignite the lamp...

...And voila! The webbing burns away. ▷

17 Find the door covered in webs, light a Deku Stick from the lamp, leap across the water with it, and burn the webbing.



That's the door you want. ▷

18 Go through the door and you'll see a creature much like the one you defeated higher in the tree. Beat him and he'll give you info. Remember it!



19 Shoot the eye to get through the door, and jump in the water to hit the submerged switch.



20 The spiked bar will raise – leap onto the platform to get to the other side, kill the Skulltula, and push the block so you can get through the alcove.



21 Go through the door, light a Deku Stick and light the two extinguished lamps to continue.



△ More lantern-lighting fun. Get the sticks in!

22 Your first taste of full-on combat! Remember what you were taught in Kokiri Forest, use your sword and shield, and kill the one-eyed monsters.



Remember to lock on with Z and circle the monsters, striking when it's safe. ▷

23 Light a Deku Stick and burn away the cobwebs covering the two alcoves. There's a Deku Baba in one, and a tiny tunnel in the other. Go through it.



It's small, but you can get through it. ▷

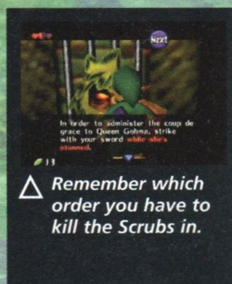
24 You'll come out on the other side from where you dropped down from the Deku Tree. Push the block into the water (so you can get back), go across and light a Deku Stick from the lamp, jump back across and hit the web-covered hole in the ground.



Nice one! And it's down you go, to who knows where... ▽

△ Push the block on the left and jump across to the other side.

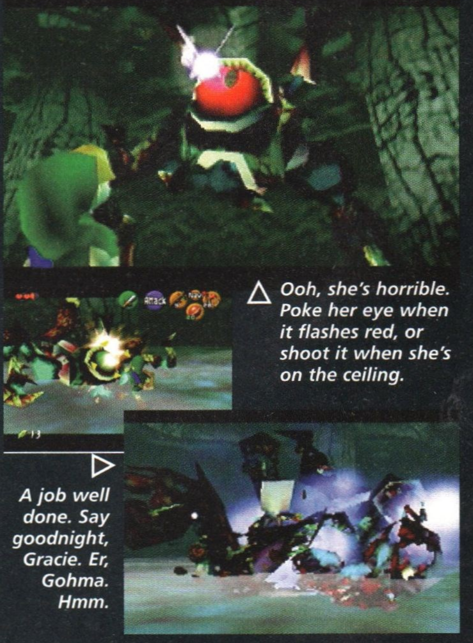
25 You'll fall into a cave with the three 'brothers' of the monster you encountered earlier. Remember what he told you, and defeat them. Listen to their words...



△ Remember which order you have to kill the Scrubs in.

BOSS!

26 Aaaaaaah! It's Parasitic Armoured Arachnid Queen Gohma! She's vulnerable when her eye flashes red – when she's on the ground, lock-on via Z and whack her. When she climbs up the walls, keep locked on and use the Slingshot to knock her back down. If you don't, she'll spawn three youngsters to trouble you.



△ Ooh, she's horrible. Poke her eye when it flashes red, or shoot it when she's on the ceiling.

▷ A job well done. Say goodnight, Gracie. Er, Gohma. Hmm.

27 Once you've defeated her, grab the heart power-up and leap into glowing blue special effect. Sit back, watch the lengthy cut-scene and marvel at the unfolding story.



GO! GO! ▷



The adventure begins...

From here on in, the plot starts rolling, and it's down to you to save Hyrule from the clutches of Gannondorf. Here's a brief rundown of all the major places you should visit on your quest – as both young and adult Link. We've also included a handy 'Time Check', to give you a rough estimate of playing time.

Right, then. It may have been too late to save the Deku Tree, but there's a whole kingdom at stake. It's time to find Princess Zelda, and discover what you've got to do....





Look at the size of it! You may need Epona later on...



This is the exit from Kokiri woods, leading out to big, big Hyrule Field.





HYRULE CASTLE

time check: 03:00

Your first stop in an epic adventure. Visit the shops in the market, if you like, but the castle's where you want to be. You'll have to sneak past plenty of guards, stack some boxes and avoid yet more sentries before you get to the Princess, though.



Carefully, now. If the guards see you, you're out of there.





Leap across to the entrance to the castle...



Hmm. You can't get in there. Perhaps there's another way?



KAKARIKO VILLAGE

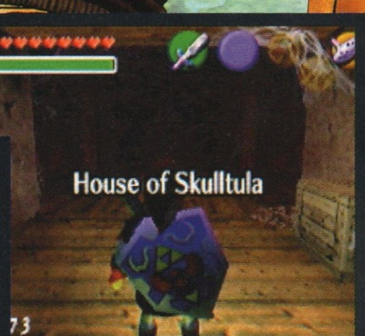
The lovely Zelda compels you to find the three Spiritual Stones, which must be saved from Gannondorf, and will allow you to travel through time. After a quick sojourn to the Lost Woods to see Saria – and learn a song – it's on to the beautiful Kakariko village, built by Impa, Zelda's aide.



"Made it, ma! Top of the world!" Hmm.



This is one of the many sub-games. Enjoy it.



And this a potentially huge sub-quest.



GORON CITY

From Kakariko village, it's time to head up the Death Mountain Trail to Goron City. The rock-eating Gorons are friends of the Royal Family, but you'll have to charm the dance-crazy king of the Gorons, Durania, with a leafy ditty, before he'll help. He asks you to defeat the Dodongo before he'll give you the Spiritual Stone, though. There's always a catch.





Talk to the locals to gather information.



He knows a good tune when he hears one.



DODONGO'S CAVERN

time check: 12:00



Obstructed by a huge rock – a bomb from above might help – this huge dungeon features lots of puzzles and enemies (including hard-as-nails lizardmen) that must be overcome before you reach the Infernal Dinosaur himself. Once beaten, Durania will appear, become your sworn brother and give you the second Spiritual Stone. Hurrah!





A baby Dodongo, yesterday.

Leap, Link! That's a long drop to the ground.



A small diversion



Out of all the zillions of sub-quests and puzzles that you can take part in, the destruction of every Gold Skulltula must surely be one of the most epic. Skulking, as they do, in every corner of Hyrule, from Goron City to Gerudo Valley, it's a massive undertaking. So, why should you do it? Well, killing the Gold Skulltulas will free those in the House of Skulltula (in Kakariko village) from their terrible curse. And, depending on how many you've killed, they'll reward you. Look away now if you don't want to know what....

Look! You've lifted the curse from one of the children!





Don't be scared. He's just playing. The little monkey. Er, spider.

REWARDS

10 Skulltulas –	Adult wallet (holds 200 Rupees)
20 Skulltulas –	Stone of Agony
30 Skulltulas –	Giant wallet (holds 500 Rupees)
40 Skulltulas –	Bombchu
50 Skulltulas –	Piece of Heart
100 Skulltulas –	Gold Rupee (worth 200 Rupees)

A PEDANT WRITES...

Some of you may have been a little confused by last month's preliminary review of *Zelda*, as we didn't give it a score. Well, as Wil said, he only played it for a day at the European summit Nintendo held, and it would have been unfair to score it without playing the game to extinction, hence this month's comprehensive, scores-n'-all review. By the same token, any reviews you've read in other magazines before this have all been based on that one-day playtest in Germany – we're the first mag to have finished the game. Who do you trust, baby? Who do you trust? Yup, thought so. We got the funk!

CHICKEN REVENGE SQUAD!

Shigsy's fascination with chickens takes a deadly turn in *Ocarina of Time*. Go to, say, Kakariko village and start thwomping a chicken (or Cucco) with your sword, and, well, you're in trouble. The beleaguered fowl calls for help, and, all of a sudden, a Chicken Revenge Squad descends upon you, pecking you tirelessly. And there's no escape. We fought dragons, ghostly Ganons, huge disembodied hands and lived, but the chickens got us in the end. Be nice to them.





GO! GO!

JUMP FOR JOY

We have to admit that we were a little worried about the automatic jumping facility, before we played the game properly. But – guess what! – like everything else in the game, it works brilliantly. After all, who says that we actually *need* pixel perfect jumps? It's a tiresome convention that – thank the lord – *Zelda* has no time for. Which isn't to say that it makes things any easier – the length of your jump is still governed by speed, and, of course, you still have to worry about where to land.

Oh, and the automatic camera is simply flawless, and the best ever, never settling into awkward angles, and a touch of the Z trigger will set it right behind you anyway. Fantastic.







ZORA'S DOMAIN/LAKE HYLIA

The fishlike, water dwelling Zoras are in possession of the third Stone. The portly King Zora will ask you to find his daughter, Princess Ruto. After a spot of diving, use the shortcut to Lake Hylia outside the entrance to Zora's Domain, and grab the message in a bottle from where you emerge. It's from Ruto! Show it to King Zora...



He looks a bit odd, granted, but the Zora are a friendly people.



Fish in a bottle? 200 Rupees? Disgraceful!



King Zora. Fat, ugly, but very well respected.



JABU-JABU'S BELLY



time check: 20:00

...And he'll allow you access to the giant Lord Jabu-Jabu, the Zora's great deity. You'll need to catch a fish before he'll let you in, though. Slogging through his fleshy, squishy innards, you'll need to destroy huge pink tentacles, carry the haughty Princess Ruto to freedom and fight the hideous Barinade. You get to find the Boomerang, though, and Ruto has the third Spiritual Stone. So it's not all bad.



Hit the switch to open the, er, sphincter. Disgusting.



These electrical beasts have only one weak spot – their tails.



Weapons!

Longtime *Zelda* fans will recognise many of *Ocarina of Time*'s weapons from previous appearances. However, seeing them in action in full-on 3D loveliness is a shiny new experience. Here are some of our favourites.

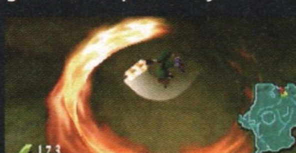
HOOKSHOT



This trusty grapple/gun thing can be used as either a weapon or a handy scaling device, embedding itself in certain surfaces and pulling Link up behind it. Like Spiderman. A bit. A bigger version, the Longshot, also exists. Chainy!

MASTER SWORD

Link gets to use this legendary weapon after his seven-year sleep, and it swiftly becomes his greatest weapon. Slicey!



MEGATON HAMMER



Found in the Fire Temple, this huge Warhammer can be used to smash boulders and defeat the mighty Volvagia, scourge of the Gorons. Heavy!

FIRE ARROWS

After he gets his Fairy Bow, and frees the Water Temple from the clutches of Morpha, fulfilling an ancient prophecy gets our hero the Fire Arrows, which ignite an enemy on contact. Hot!



A cut above

You've got all the Stones, now, so it's time to head for the Temple of Time in the Castle grounds. But! Before you get there, Link's nightmare becomes terrible truth... retrieve the Ocarina of Time from the moat, go to the Temple, meet the mysterious Sheikh and prepare yourself for an absolutely stunning cut-scene.

△ This is all scarily familiar....

Gannondorf! And none too happy to see you. ▷

△ Plunge the sword into the stone to become the Hero of Time.

◁ Rauru is the first Sage to add his power to your own.

▷ Look at his ears! Bet he doesn't have much luck with the ladies.

GRAVEYARD

It's seven years later, and Gannondorf has wreaked ruin over Hyrule. (Visit the castle for a nasty shock, if you like.) At Kakariko village's graveyard, head for the gravestone on the left, pull it from behind, and drop down the hole. If you beat the spectre of Dampe the Gravekeeper, you'll get the Hookshot as your prize.

△ Grab the tombstone from behind and pull.

▽ Then drop down straight into the hole.

△ A rather dead Dampe the gravekeeper.

▽ Race Dampe, but mind the flames he throws.

THE RUMOUR MILL
With the future of the 64DD in serious jeopardy, the proposed *Zelda* expansion disk may – we say may – be released as a 'special edition' cart, featuring extra locations and areas that couldn't be fitted into the game proper. Whilst this is great news, we haven't yet found any *Banjo-Kazooie* style obviously unreachable areas, so we can't quite imagine how this could work. We'll keep our fingers crossed for it, anyway.

Going underground

△ The little pink fairies are awfully useful.

▽ Select the bottle on your inventory and link it to a C-button.

Hidden around Hyrule are plenty of secret grottos, more often than not underground, and hidden by a combustible boulder. Whilst many of these contain chests with helpful items such as Rupees, Arrows and Deku Seeds, it's the Fairy Fountains that you really want to find. Homes to swarms of pink, Navi-like fairies, they'll heal you, right up to full health. Which is nice. But – even more fantastically – if you've got an empty bottle, you can catch a fairy, which will automatically revive you, should you die. Ace, eh? We'll not tell you the position of them all, but the Graveyard's a good enough place to start.

GO! GO! ▷

GORON CITY
There are a couple of freebie-giving places in Goron City that are worth mentioning. When you've got the huge statue thing revolving outside Durania's cave (by lighting the torches), throwing a bomb into it from above will garner you a random gift every time. On the same level that the huge Goron is rolling around on, there's a lava-filled cave. Play the Song of Time and blocks will appear, allowing you to get across – if you've got the Hookshot/ Longshot. On the other side there's a hole that leads to three Business Scrubs. Plum!





FOREST TEMPLE

time check: 25:00

As an adult, your quest becomes ever more serious. Six mystical Sages each hold a magical medallion – your quest now is to recover them all, from certain Temples, in order to defeat Gannondorf. Travelling to the Lost Woods, and then beyond the Sacred Forest Meadow, you'll come to the Forest Temple, a sprawling dungeon that holds the first Sage (an old friend) and a particularly nasty boss.



△ The twisting corridor. It's absolutely ace.

△ You have to light all these flames...

This is how you get into the Forest Temple. ▷

FIRE TEMPLE

Time to see what's happened to your old friends, the Gorons. In the deserted Goron City, stop the rolling Goron for a heat-resistant Goron Tunic, and head up to the Death Mountain Crater. Make your way through it to the lava-filled Fire Temple, the next dungeon. And one that is home to a pant-wettingly scary dragon.

▽ Push the block onto the flames and ride it up.





△ Don't fall; it's a very long way down.

WATER TEMPLE

Gannondorf has frozen Zora's domain! Explore the Ice Cavern to the left of where Jabu-Jabu was for a few answers, the Iron Boots and the Zora Tunic (and the red-ice melting Blue Flame), and head to the Water Temple under Lake Hylia. Find the Triforce symbols to raise and lower the water levels within....





◁ There're three symbols, each of which alters the water level.

Shoot the eye with the Fairy Bow to open the small portcullis. ▷



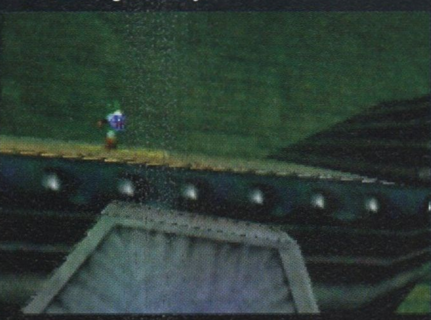
SHADOW TEMPLE



time check: 40:00

After a brief trip down the Kakariko village well to find the Lens of Truth (as the younger Link, and via the Windmill, to lower the water level), it's on to the Shadow Temple above the Graveyard. Using the Lens of Truth to find hidden doors and traps, you'll face a dark and dismal journey to Bongo Bongo, the hard-as-nails boss.





Just before the boss, you go on an ace boat ride. Sing a lullaby.

Giant spinning scythes. Keep clear of them.

"Skeletons. I hate skeletons."

SPIRIT TEMPLE



The final, dusty, desert-style dungeon before you meet Gannondorf is huge. Not only do you have to infiltrate the Gerudo Fortress – winning the trust of the Amazon-ish Gerudos – and cross the Haunted Wasteland, you have to visit the Spirit Temple as both Little Link and Big Link. There's a lot to do, so good luck.



This Gerudo guard is as hard as nails.

Pick off the guards or it's back to the cells with you.





The Haunted Wasteland. Spook!

Jump the canyon to get to the Gerudos.

...and then?

It's time for the final showdown. Standing outside Gannondorf's evil and twisted version of Hyrule Castle, with the power of the six Sages to hand, a rainbow bridge is created for you to cross the moat of lava. Once inside, though, you'll have to brave the many terrors of the castle before you get anywhere near the King of Evil. And – believe it – he *is* evil.





There should be a Great Fairy around here somewhere...



Look what he's done! The blackguard.

Be afraid. Be very afraid. This won't be easy.

GO! GO!

PIG IN THE CITY
Gannondorf, then. Not, in any sense, a pleasant man. But you may be wondering why he is a man (albeit a terrifyingly ugly one) rather than the huge pig-thing that he's been presented as in previous Zelda games. Well, *Ocarina of Time* apparently takes place before any of the others, and is thus Link's first encounter with the git. But (aha!) at the climactic and spectacular final showdown, when (and if) you defeat Gannondorf, he'll summon the remnants of his power and become something a little more suited to past incarnations.... Cruelly, we're not going to show you it. Because you don't want it spoiled, do you?



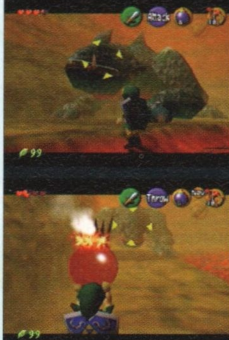


BOSSES!

Without exception, the bosses in *Zelda* are huge, impressive, and very, very tough. You'll encounter them as the last obstacle in every dungeon, and destroying them (as adult Link) will open a gateway to the Sacred Realm, where the Sages wait for you. Here're some of our favourites.

DODONGO

This fire-breathing, armour plated dinosaur is impervious to anything but a bomb in the mouth. Watch out for his fiery breath and armadillo-style rolling.



BARINADE

A wobbly mass of blobbiness, Barinade's electricity-shooting jellyfish armour must be sliced through in order to expose the soft – and vulnerable – innards.



PHANTOM GANNON



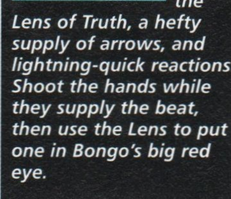
Evil, evil, evil. Leaping, on horseback, from portrait to portrait, Phantom Gannon has to be shot three times. Once dismounted, reflect his lightning back with your sword and move in for the kill. Hard as nails, but a mere shadow of what's to come...

VOLVAGIA

This sinewy snake-dragon isn't too fond of a whack from the Megaton Hammer. Therefore, smash his brains in every time he pokes his head out of a lava hole, and mind the rocks and flames when he comes out for a fly-by.



BONGO BONGO



You'll need three things here: the Lens of Truth, a hefty supply of arrows, and lightning-quick reactions. Shoot the hands while they supply the beat, then use the Lens to put one in Bongo's big red eye.

Good God. It's here. In the shops. After three years. Three loooong years – an agonising, demoralising, "will-we-ever-see-it?" span of time. It's actually here, for us to play. But – and this is the question on everybody's lips – was it worth the wait? Really?

Weeeeell.....

Let's put it like this. Not a single one of those 1095 days has been wasted. Sleep aside, the 26,280 hours involved were all undeniably essential. And, incredibly, the 1,576,800 minutes of *Zelda*'s development time have all gone towards creating – and refining – a game so perfect, so finely judged, so given to reducing proud and cynical men to wide-eyed innocents, that we'll simply throw our hands in the air and give thanks that Shigsy was allowed to finish *Zelda* when it was, well, finished.

The Legend of Zelda: Ocarina of Time is, without a shadow of a doubt, astounding. Which should give you some idea of how good it is. But – and this is the problem – it doesn't, and it can't. The word to describe *Zelda* hasn't been invented yet, because there're so many things that make it the Best Game Ever™, and no one adjective can possibly encompass them all; it's a faultless fusion of countless yardstick-shattering elements, shot through with such constant genius that the words 'genre' and 'videogame' fail to have significant relevance or meaning anymore. There. Now if *all that* was a word, we'd be close.

But still not close enough. Taken in isolation, each of Zelda's separate qualities (graphics, control system, camera, and so on) are of sufficient merit to secure jaw-dropping greatness, but it's only when you toss *Zelda*'s greatest triumphs into the mix that the game becomes truly legendary. Quite simply, Shigsy and his band of visionary designers have created a fully-developed world inside your N64, and one that's quite unlike anything you've ever seen before. When you step outside of Kokiri Forest for the first time you'll rightly marvel at the huge expanse of Hyrule Field, but that's not even the merest indicator of just how big the whole shebang is. See that castle in the distance? You can run over to it, and a whole day will pass before you get there. See that river? You can follow it to its source, rooted in a whole new kingdom. See

MASTERY ***This is a masterpiece, full stop. A perfect mix of graphics, sound, control, story and one man's vision.***



Doesn't it just make you want to cry? So many lovely things to see, so little time. Whaddagame!

Martin says...



How about that camera system, then – it's the first third person 3D game where the positioning of the camera is completely irrelevant. You can wander around, swim, climb things, walk along narrow beams – whatever – and you can be sure you'll never suffer a Banjo of an untimely death because the view was just that one pixel askew. Try copying that, Lara.

And it's coupled with an idiot-proof control system that means you'll never fumble for the right button mid-battle, or wind up falling off a cliff because you pressed attack instead of jump. Even a total gaming novice could pick up the controller and feel at home, and seasoned players will find plenty of touches of Shigsy genius to keep them occupied. It's as much a cinematic experience as an out-and-out game, so it'll appeal to a huge audience, and you can bet that scores of software developers will be releasing shameless Zelda rip-offs for the next few years.

But none of them will come close to matching it. And what's more, Zelda makes the Dreamcast launch games look... stupid. Ho ho.

HOW TO... RIDE A HORSE

It's not essential that you visit Lon Lon Ranch, but if you passed up the opportunity to acquire Epona as your very own equine transport, you'd be a fool. She's adept at getting you across the vast expanse of Hyrule Field in no time at all, and is brilliant fun to boot.



1 *First of all, visit the ranch as little Link, and brandish your Ocarina at Malon in the paddock. She'll teach you Epona's Song.*




2 *Then, in the future, Ingo will allow you to ride for ten Rupees. Call Epona with your Ocarina, have a little trot, and talk to Ingo from horseback.*




3 *He'll challenge you to a race for 50 Rupees – beat him, and he'll demand you race again, this time with Epona as the prize. Get in!*




REGENERATING RUPEES

Should you ever be short of cash, health, arrows, or some other item, you'll find that pots, plants and other such goodie-holding things regenerate when you exit the area that they're in. A good place for extra cash is the guardhouse, just inside the Hyrule castle's drawbridge. There're pots aplenty in there, full of lovely cash. The best time to go there is as little Link, although there're still a few pots there in the future, as well as a ghost-collecting freak. Be warned, though, the common-or-garden monsters (such as Deku Scrubs and Tektites) regenerate too.

that huge mountain, ringed with clouds, miles and miles away? You can get right to the summit. And go inside. And fight a dragon.

Whatever you can see, you can get to; and there's absolutely no fogging *at all*. And no Expansion pak needed. It's breathtaking. You can waste days (in real, 24-hour periods) simply exploring, entering new areas, talking to the residents, slowly getting drawn into the story. Most tellingly, you'll want to. And it's seamless. Even more so than *Super Mario 64*, *Zelda* is 3D gaming as it should be, providing unparalleled freedom of movement and combat, and offering a flawlessly balanced challenge within its own beautifully realised walls. It's an almost insurmountable obstacle for those that will inevitably try to copy it. And fail.

And then there's the story. Whilst it's certainly familiar to those with even a passing interest in previous *Zelda*s, this is the first time that the full, epic weight of the drama has really been allowed to fly. The scope is awesome. Think about it; starting as a 10-year-old Link, safe in his forest home, you'll have played a good 20 hours or so, and achieved much, before you get the chance to time travel – over seven years. And once you awaken as adult Link, everything's changed. Hyrule lies in ruins; Death Mountain is wreathed in rings of fire; people you met when you were younger have grown older, they don't recognise you, and blame the fairy child with the Ocarina for Gannondorf's evil reign. And it's only then that you realise the seriousness of what's been happening. And you're barely a third of the way through the game.



△ *Use the magic sword swipe to obliterate these Wolfos.*

Zora's Domain has been frozen! Nuts. ▷

SOUNDS ***Water gurgles to the side; something flies overhead; and, incredibly, you can hear a monster approaching from behind.***

Ocarina of Time involves you, to the exclusion of everything – food, sleep, toilet breaks... you'll care about what happens, and try to make a difference. You'll build

Tim says...



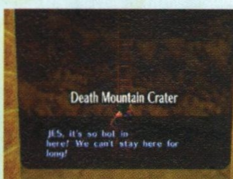
Of course, I realised Zelda 64 would be good. Even great. Though probably fantastic. As it turned out, I was wrong on all three counts. Zelda is... awesome. Incredible. Wondrous. Oh, and probably the greatest game in the world. Ever. Which, you know, isn't bad going all told.

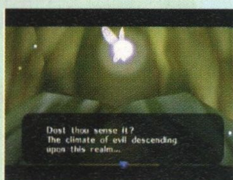
And – hark! – Jes is calling me to carve out my favourite bit of Zelda in words. Which isn't easy (as I'm sure you're finding out for yourselves). But, if I had to settle on one bit, if I really had to settle on one bit, it would be the bosses: right from the moment Gohma – the old Parasitic Armoured Arachnid (see: skin-tinglingly multi-legged eyeball fiend) – drops from the ceiling, Zelda becomes the greatest game in the world. The way it moves, the way it attacks, just the way it is is amazing. You know, just how Gohma plops out her minions is... eurgh! It gets better, naturally, in the shape of the screen-shaking Infernal Dinosaur Dodongo and his mouth of death (just look at it go!), the breathtaking confrontation with Phantom Gannon in the Room o' Paintings and then the tear-inducingly wonderful Morpha ("that thing that's a bit like that thing from The Abyss"). Oh, I've written too much apparently. But, that's not hard. Please, please buy this game. Yup.

GO! GO! ▷

A MAN OF WORDS

What about that translation, then? Not bad, is it? It was certainly knocked out in record time, given the short space of time between the NTSC and PAL releases. However, there are, unfortunately, a couple of "gonna's", "butts" and "hey kid!'s" in there, but for the most part, it's excellent, genuinely, refreshingly free of crass Americanisms and only occasionally slipping into "prithee" and "verily" land. But that's mostly due to the Deku Tree. Who's a Tree. And who knows what a tree talks like? We don't. No.







Inside the Temple of Time. Prepare to get younger...



Most of the enemies in the Ice Cavern will freeze you. Be careful.

real relationships within the game, and realise that Link is much more than a mere puppet that is, by extension, 'you'. Characters appear and re-appear throughout the game; Link gets engaged (not to who he'd like, though), King Durania becomes your Sworn Brother, and names his son after you (which is particularly pleasing if, like me, you named Link as 'Jes'), Epona the horse remembers you by the sweet melody Malon played for you years ago. There's real feeling here, and you'll find yourself reacting emotionally to what happens on-screen. For instance, as adult Link, you'll re-visit the Lost Woods on your way to the Forest Temple. There's a short cut-scene where Link stares at the tree stump Saria was sat on, seven long years ago, when she taught him Saria's Song. The stump is empty, and you can see the feeling on Link's face, a boy in a man's body trying to save the world: as time passes, people change and friends move on. It's like the best dream you've ever had, the best book that you never read, the film you always wished that you could make. When Sheikh calls you the 'Hero of Time' for the first time, you'll shiver with excitement.

The cut-scenes that support the game help this cinematic storybook feel no end, serving primarily to advance the plot but also showing off *Zelda*'s brow-moistening visuals. Examples are everywhere; the story of the three goddesses, the superbly lengthy scene in the Temple of Time, entering Kakariko village to find it aflame, the mysterious Sheikh standing centre stage, gripped with fury. These movie-style interludes use the in-game graphics, too, making for a completely seamless viewing experience. *Final Fantasy VII*, as fine a game as it is, simply looks disjointed and jarring in comparison. And terribly limited too, thanks to *Zelda*'s glorious 'go anywhere, do anything' remit.

And the various *Tomb Raiders* are exposed as clunky, awkward and hopelessly primitive when forced into the glare of the wonderfully intuitive control system. Wil dipped into it last month, but it simply gets better as you progress, the subtleties and beautiful simplicity of the interface becoming ever more apparent. The analogue stick is as sensitive as ever, and, when combined with B (which always defaults to your sword), allows for a bewildering array of moves. Link's Great Fairy-bestowed magical sword swipe can be activated with a quick twirl of the stick and a stab of the button and is especially useful against certain enemies – most notably, the 'Mirror Link' that you battle in the Water Temple, who is susceptible only to this attack. Stabs, overhead chops, sweeps, and devastating jump attacks are all available, and, with the masterstroke of Z targeting, combat becomes a fluid, fast, furious and tactical affair.

And then there's Link's inventory, which becomes ever more extensive as the game progresses. By assigning items to three of the C buttons, crucial weaponry is never more than a fingertip away, which is essential when one or more weapons need to be used in the same battle. Fighting Morpha, for example, requires you to pull the nucleus out of his watery body with the Hookshot, then slice n' dice with the sword. You'll need to be nimble with your fingers, obviously, but it becomes second nature almost immediately.

All perfectly-formed stuff, then. But, on the most immediate level it's surely the graphics that demand the most respect. From Kokiri Forest's earthy greens and

VISUALS ***Zelda's 'look' is naturalistic, believable and pin-sharp throughout.***

James says...



Sometimes it seems as if only Nintendo know the way forward. Two-and-a-half years after its release, Super Mario 64 is still not only the finest 3D platform game, but one of only a handful to really successfully make the move into three dimensions. Certainly only Rare have also managed it so far on the N64.

And now there's Zelda. This isn't just the best game in its class – the slickest beat-'em-up, the flashiest racing game or the loudest shoot-'em-up; Zelda, just like Mario 64 before it, is a step into a different world. All that talk of interactive movies five years back turned out to be so much rubbish; only now has a games company created a game with an exciting, seamless, interactive storyline that takes the best of gaming and melds it with the drama of cinema. Trust that company to be Nintendo.

Playing Zelda is not about high scores or fast times, it's about losing yourself in another place and time; suspending your disbelief; living as Link. It's a brilliant story with you at its heart and in control of its outcome. Some day all games will be made this way. I hope we don't have to wait too long.

browns, to Hyrule Field's lush turf, to the Shadow Temple's gloomy dungeon decor, to Lake Hylia's crystal waters, *Zelda*'s 'look' is naturalistic, believable and pin-sharp throughout, and never less than eye-massagingly lovely. Which helps immeasurably with the feeling that this is a real, living world you're playing in – even when things get bizarre (Lord Jabu-Jabu's belly, for example, is brought to life in full slimy redness, with pulsating walls, 'slurp' noises and disturbing valve-doors). The sunsets and sunrises, though, simply beggar belief. Shadows lengthen, colours change and you can actually see the sun or moon moving overhead. From east to west, naturally. Watching Lake Hylia slowly turn a deep gold as the suns slips over the horizon is, without a doubt, the most beautiful sight ever seen in a videogame. When morning breaks, it is – we swear – exactly like the real thing, with creeping early morning mist and an almost tangible crispness. Even before the horse, or the Fire Arrows, or the time travel, this is what you'll show your friends, to convince them that this game renders everything else – absolutely everything – irrelevant.

The sound, too, eclipses all that's gone before. Boding well for *Perfect Dark*'s much-touted multi-directional sound, *Ocarina of Time* incorporates a 'Surround' option, that, if you've got a good enough telly, is remarkable. Water gurgles to the side; something flies overhead; and, incredibly, you can hear a monster approaching from *behind*. The music, too, is unprecedented. Depending on where you are, the tune reflects the environment. Galloping across Hyrule Field on Epona, for example, is accompanied by a rousing orchestral piece, whilst upon entering the Fire Temple, you're treated to Arabic chanting and drums. The best musical moment, though, has to be in Lon Lon Ranch. Sporting a wonderful country and western soundtrack (complete with lap steel guitar), as you approach Malon, you'll find she's singing along to it. As you get nearer, the background music fades out, until she's singing it a cappella, and it becomes a wistful lament. Ace. And, of course, there's the Ocarina itself, which turns your joypad into a musical instrument, and is perhaps one of the most innovative things about the game.



△ *"Morning. Just like to claw your face off, thanks."*

▽ *Death Mountain Crater is a little, shall we say, treacherous.*



So, then. By now, the majority of you will have been able to get your hands on a PAL copy of the *Legend of Zelda: Ocarina of Time*, and will be able to fully appreciate everything said here, and also the other million flashes of brilliance that we just haven't had the space to touch upon. Indeed, at the time of writing, we've had a constant stream of import-owning N64 fans calling us, all breathless with excitement and speechless with amazement. In the office, Wil and Martin have had to forcibly hold themselves back from seeing too much of the game, such is their desire to play it through themselves. James, Tim and Andrea have settled for watching in rapt, stunned silence. Even the advent of a Dreamcast being delivered to one of our sister magazines hasn't caused as much fuss as this game. No, scratch that. 'Game' won't do. Nor will RPG, or 3D action-adventure, or any number of neatly-pigeonholed descriptions and genres.

MASTERY ***We have only one criticism of Ocarina of Time: one day it will all be over...***

This is a masterpiece, full stop. A perfect mix of graphics, sound, control, story and one man's vision. Which brings us to the only criticism that there is about *Ocarina of Time*: one day, it will all be over, and everything else will seem drab and lifeless in comparison. But... there's so much to do, and so much to see, that you'll be going back through the looking glass long after Gannondorf has been defeated. To visit old friends, to see the sights, and, always, revel in the wonder of it all.

An American journalist has already described *Ocarina of Time* as "the Gone With the Wind " of videogames. It is not only that, but also the Guernica, the War and Peace, the Citizen Kane. Think of *Super Mario 64* – as toweringly brilliant as it is – as a mere sketch, a character study; this is the completed picture, a portrait so exquisite it will be puzzled over, studied and, most of all, enjoyed for years. Nothing comes close. Game of the century? Believe it.

JES BICKHAM

WIL'S PREDICAMENT



Poor old Wil. The grand old man of videogames has been slavering over the prospect of *Ocarina of Time* ever since it was announced – three long years ago – and literally jumped out his skin, screamed like a girl and smiled like a loon when we got a copy in. He's determined to play it through himself, though, and has forced himself to look away every time we played the game. However, he's had to lay this review out, and has had to obviously see all the pics over these pages, and thus knows some of the surprises to come, causing constant sighs of disappointment. Sorry, Wil.

10 VISUALS
A step beyond *Turok 2*, and all without an Expansion pak. Dazzling throughout.

10 SOUNDS
The 3D sound alone is superb, but the sheer range of tunes and sound effects is just as impressive.

10 MASTERY
A complete world of good, evil, magic, monsters and chickens in a cart the size of your hand.

9 LIFESPAN
Truly immense. Got 60 hours to spare? Good. You may need a lot more.

VERDICT
A peerless example of Nintendo doing what they do best. An epic in every sense of the word.

98

Wil says...



What's my favourite bit of Zelda? The huge, imaginative, bosses? The brain-squeezing puzzles? Jamming on the Ocarina with faceless forest boys (now with added analogue stick pitch bend)? Being attacked relentlessly by the cucco revenge squad!? Well, after much deliberation the only answer I could really come up with was – all of it! Which is precisely the reason I couldn't give it a definite score last month after only a day's worth of adventuring and precisely the reason I desperately don't want it to finish now. This is no 'same level, different graphics' game. It's a whole world and it's changing all the time. Even areas you visited only half an hour earlier can suddenly have new secrets to discover and new areas to explore. Don't have favourite bits! Enjoy it all.

But I did enjoy the chicken incident, though.

Coming soon in... N64 MAGAZINE

LOTS MORE ZELDA!

What next for N64 Magazine and *The Legend of Zelda*? Read on...

You've read our review, you've bought the game and – most importantly – you've played it to bits. Which means, of course, you'll now know that *The Legend of Zelda: Ocarina of Time* is one of the most heart-flutteringly lovely experiences the World has ever seen.

Indeed, it's so good that Tim stopped swearing for five whole minutes, Martin stopped torturing small mammals for 30 seconds, and the corners of James's lips twitched momentarily, which is as close to a smile as he's come since he passed his driving test. When he just a made a soft beeping noise, and his mouth didn't move at all.

Anyway, seeing as *Zelda*'s so very good, we're going to be featuring it in incredible depth over the next few issues, and we want you – yes, you, reading this – to help us. Interested? Then read on....

NEXT ISSUE

Of course we'll be tipping *Ocarina of Time* in our usual comprehensive style, as befits the Best Game Ever™. Next month's issue will be packed full to bursting with secret bits, where to find important items, how best to get to Gannondorf, and, ooh, all sorts of essential stuff. Stuff that, frankly, you can't afford to be without. Get in!

READERS' ZELDA TIPS!

Ocarina of Time is a truly vast game. So vast, in fact, that a complete walkthrough would reach to the moon and back 3.65 times. If it was in very large letters. Maybe.

Anyway, alongside our usual page, we'll be running a special *Zelda*-specific Readers' Tips section, giving you the chance to show off your *Zelda* knowledge and share it with every N64 reader in the World. Be it something quirky, something unusual, something secret or something just plain helpful, send it in to us. There'll be a prize for the best of course...

Send your tips to:

"Readers' Zelda Tips", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

YOUR FAVOURITE ZELDA 'BIT'!

There's so much to see and do in *Ocarina of Time* that it was impossible to list it all in our review, but, nonetheless, we've all still got our favourite bits, Wil's obsession with chickens notwithstanding. Jes, for instance, can't get enough of the physics-knackering twisted corridor in Forest Temple, and Andrea just can't stop cooing over "that cute young Link".

But we want *you* to tell us about *your* favourite bits of Zelda – write in and we'll devote a section of the magazine to printing all the things you like best about Shigsy's latest masterpiece. It can be anything, no matter how big or small, from the sun setting to the whole, epic storyline. So, what are you waiting for? Get playing and tell us why *Zelda*'s so flippin' great.

Send your entries to:

"It's okay... If you like that sort of thing", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

YOUR OWN WONDERFUL MELODIES!

Have you tried using the analogue stick when playing the Ocarina? Have you? Well, then you'll know you can 'bend' the notes and create all sorts of your own tunes.

Our third challenge for you is to create your own melody, tape it (video or audio), scribble down the transcription (ie, what buttons you've pressed), give it a name, and send it all to us posthaste. Or, you can supply your own 'interpretation' of a popular tune, such as, oooohh, Billie's 'Because We Want To' or B*Witched's 'C'est La Vie'.

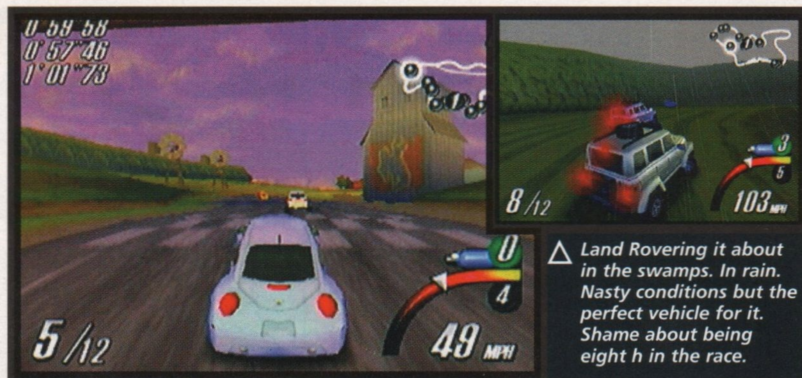
There'll be a prize for best tune, and, says Tim, there'll be something special for the first person to play the Prodigy's 'Firestarter'. Apparently.

Send your entries to:

"SingalongaLink", N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Issue 25 of N64 will be on sale on Thursday, 28th January 1999

PREVIOUSLY IN N64 We performed open heart surgery on *Overdrive* in **N64**/19.



△ Land Rovering it about in the swamps. In rain. Nasty conditions but the perfect vehicle for it. Shame about being eight h in the race.

Top Gear Overdrive				
NINTENDO				
Out now	128M		1-4	
	~~Controller Pak XX PAGES~~	Cartridge back-up	Rumble Pak	
£40				

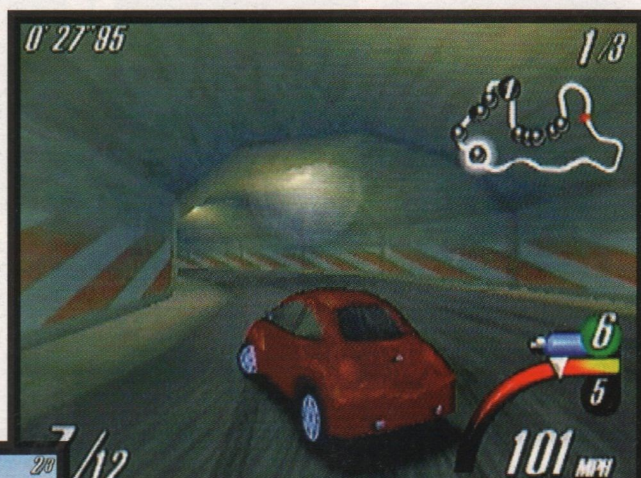
TOP GEAR OVERDRIVE

Faster than a greased cheetah, the N64's second *Top Gear* game screeches in...

There're two surprises awaiting those brave enough to take on the bum-trembling difficulty of *Top Gear Overdrive*. Most notably, it's turned out to be the first UK release compatible with the 4Mb Expansion pak, cropping up around... (quick calculation)... *seven days* before the slip-friendly Turok 2, the previously-thought-of Expansion pak debutante.

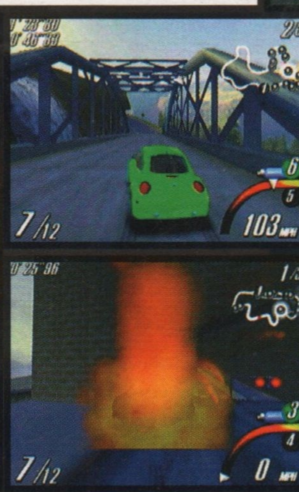
Equally of note is the fact that this is the official sequel to *Top Gear Rally* and, yet, couldn't be further from Boss' original game if it tried. Which it has. Developers Snowblind have happily dispatched with the super-realistic driving and frighteningly sensitive handling and have, instead, pitched the action somewhere between the original game and this month's *Rush 2*. There's the speed, there's the handbrake turns, there's the explosions and there's the jumps. Not Rush's jumps, admittedly, but jumps high enough to worry low-flying birds.

And the effect is... nice. As you're about to find out if you just flick the page, here...



△ A quick change of colour later and we'll handbraking it round these tunnels.





◁ The new style VW Beetle. Quick when it's going, but slow off the mark.

◁ Nasty Rush 2-like explosions. Could have done without them, really.



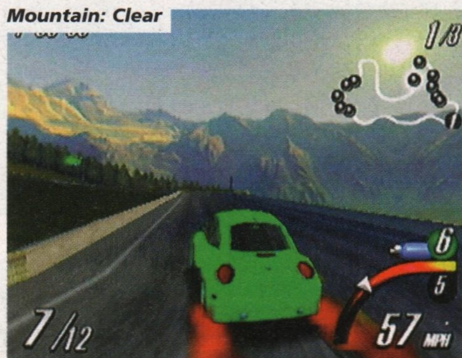
△ Just look at the backgrounds. Quite beautifully done, aren't they? Mmm.

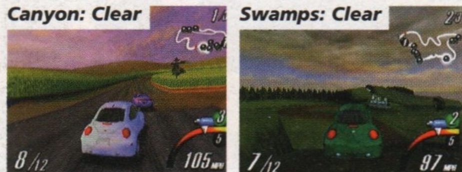
GO! GO!

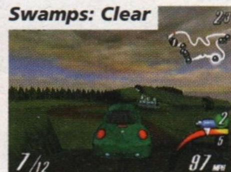
FOUR SEASONS IN ONE PLAY

Five 'standard' tracks (plus one secret), spread across four seasons worth of weather, means plenty of diverse conditions. Join the race as we explain how it all works...

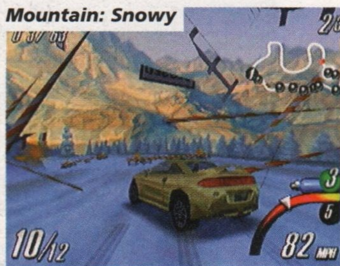
Season 1


Mountain: Clear

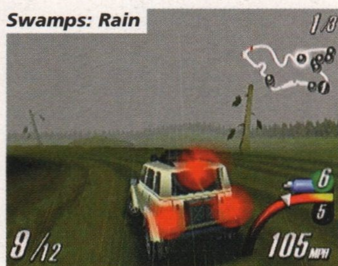

Canyon: Clear


Swamps: Clear

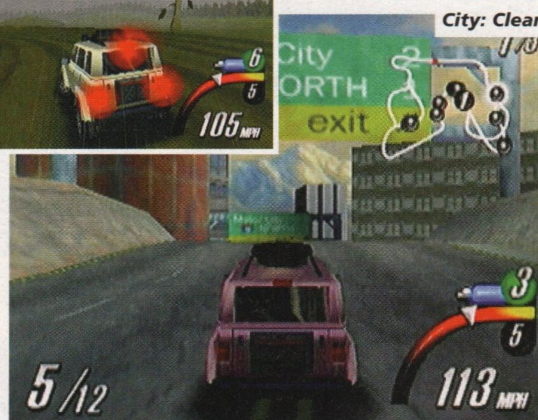
Season 2


Mountain: Snowy

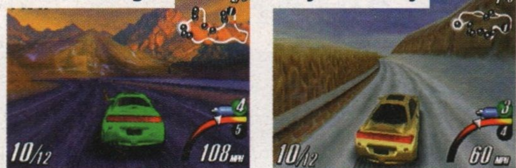

Canyon: Night

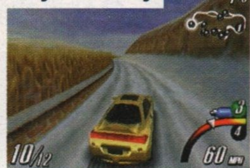

Swamps: Rain

NEW TRACK!


City: Clear

Season 3


Mountain: Night


Canyon: Snowy

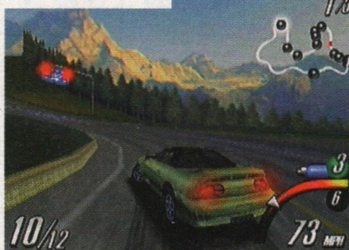

Swamps: Night


City: Night/Rain

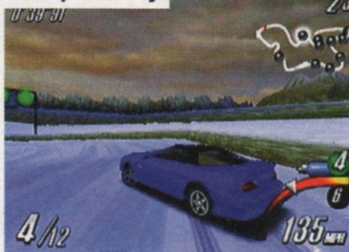
NEW TRACK!


Beach: Clear

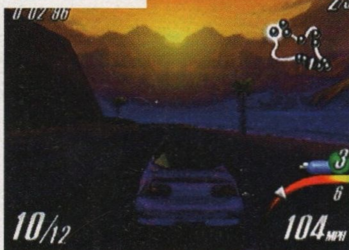
Season 4


Mountain: Clear


Canyon: Clear


Swamps: Snowy


City: Snowy


Beach: Sunset

NEW TRACK!


Mountain: Mirrored/Night

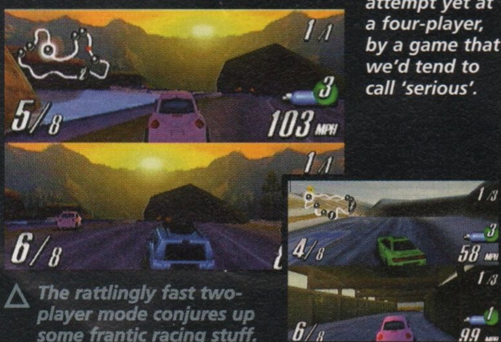
And so it goes on. Once all standard tracks have been introduced, the mirrored courses come into play, reversing the layout of the courses so that all turns go left instead of right, shortcuts are on the opposite side and so on. To complete each course you need to finish, as mentioned, in the top four. Then, once all mirrored courses have been accessed (and the season consists of 10 different races!), you get the sixth, secret course...

EXTRAS!

Optional extras, that's what we're after. So what could *Top Gear Overdrive* possibly offer us that previous car games couldn't? Get yourself comfortable in that passenger seat...

EXTRA... Players!

Okay, so every car game and its, er, dog has tried its hand at a multiplayer and only the slightly less serious Mario Kart has come out of it with any degree of respect. Overdrive, to its credit, is an object lesson in how to get it right technically: visually it's superb with virtually no sacrifices made at all, whilst, speed-wise, it rattles along at a rate of knots just about comparable with the main game. Sadly, we can't help but feel that straight 'driving' isn't enough of a multiplayer. Head-to-head's need a bit more. So, where GoldenEye has death and stealth, Mario Kart has weapons. Overdrive just has... driving. That said, this is certainly the best attempt yet at a four-player, by a game that we'd tend to call 'serious'.





The rattlingly fast two-player mode conjures up some frantic racing stuff.



Four players all battle for tunnel supremacy.

And someone comes a cropper, here.

EXTRA... Speed!



Save the nitros 'til you really need them. We did.

Each vehicle is equipped with a default number of nitros, little bursts of speed which help get you back into contention when you've messed up. The track is also littered with nitro 'pads' which honk with a Benny Hill noise when you go over them. If you completely run out (unlucky, we'd have thought) you can also buy them when you come to spending on your car.

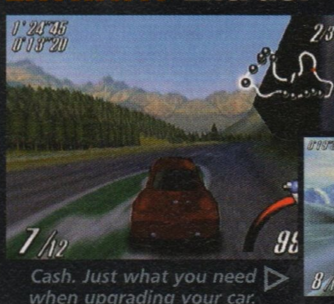
EXTRA... Vehicles!



The Snowblind truck. Looks rubbish, plays a treat.

So, what cars can you expect from Overdrive? Well, as well as ten more 'serious' options – ranging from a tasty Porsche to a lightning fast Ferrari – there're also a couple of silly ones to hold out for. How about a taco with tomatoes for wheels, or an amazingly suspended Nintendo 'N'? Thought you might like them. Only problem? They're faaar into the game...

EXTRA... Extras!



Cash. Just what you need when upgrading your car.

On each course, there are dollar signs painted onto the road which, when you drive over them, earn you bonus money on top of the cash you earn for coming in the top four. Back at the car selection screen, you can then improve your handling, acceleration and top speed, or, with enough doe, you can zoom along to the 'New Car' screen and snap up the next, better car.

COLOUR OF HONEY

Despite only having 10 cars to choose from, you can change the colour at will by pressing Z during the selection screen. From the 'colour menu', you can move the crosshair about the multi-coloured streaks until you find a shade you fancy. Bit simplistic, but what a great idea. Would have been nice to write on the car too. Then we could have put bo (*Snip!* – Ed)...





You so desperately want *Top Gear Overdrive* to be perfect. Not only because it looks so far in advance of all other console racing games it's, frankly, frightening, but because it really, *really* tries its hardest to make good where others have gone and failed.

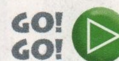
Automobili Lamborghini's four-player afternoon outing? *Overdrive*'s multiplayer is an object lesson in how to marry track detail and paint-stripping speeds. Graphically, the only change is the removal of the mountain ranges in the background, otherwise *everything* is the same, right down to the last sign post, stalactite and shortcut. But, more than that, the pace of the head-to-head is remarkable, putting to shame the ponderous tripe that was *Lamborghini* and the abysmally lame *Cruis'n World*. And even *V-Rally*'s poorish two-player. There are problems (see: Extras!) but, then, you have to admire this attempt, at least.

GT64's linear racing structure? Forget that for a game of carburettor repairing. *Overdrive* nicks the clever 'season' structure from its predecessor then opts for more tracks (six all told) and at least *four* different alternative routes for each. *And* tracks three, four and five are spread across a season each so you actually have to get a *looooong* way into the game before you can start trying out the later, harder tracks. Also, because the weather conditions – rain, sleet, snow and fog – affect the tracks in different ways, when you come back to play a course, it often feels completely, and excitingly, different.

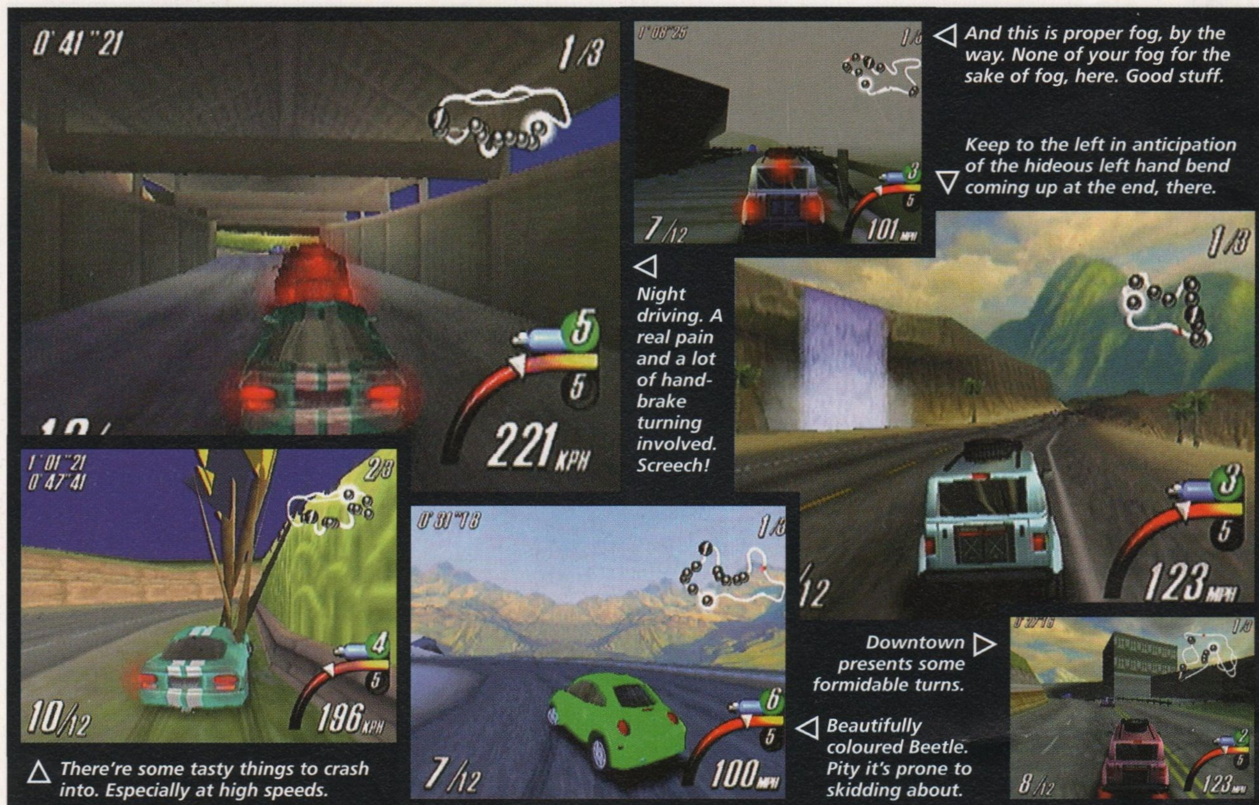
VISUALS ***There's absolutely no pop-up at all. Not even on straights. And they haven't even had to revert to fogging. Which is staggering.***

Oh, and in season five, you start to get mirrored courses which then lead to... oh, no we won't tell you.

V-Rally's hideous pop-up? Ah, well, we couldn't go any further without again coming back to how incredible *Overdrive* looks, especially with 4Mb Expansion pak in tow. Everything is beautifully sharp and



SAY HI
Strangely, the hi-res mode isn't even mentioned in the manual. But, it's fairly easy to find (just nip along to the Set Up menu), and the difference it makes is incredible. If you haven't yet bought yourself an Expansion Pak, worry not. You can still access the 'half' mode which is, in fact, hi-res but with a vastly reduced screen. The only problem with full hi-res is that borders appear and turn it into a widescreen performance. And, yet, the NTSC version has none. Sigh. We thought we were past all that...



And this is proper fog, by the way. None of your fog for the sake of fog, here. Good stuff.

Keep to the left in anticipation of the hideous left hand bend coming up at the end, there.

Night driving. A real pain and a lot of hand-brake turning involved. Screech!

There're some tasty things to crash into. Especially at high speeds.

Downtown presents some formidable turns.

Beautifully coloured Beetle. Pity it's prone to skidding about.

VISUALS 9
Credit where it's due, *Overdrive* is the first 'serious' N64 racer to work out the maths: backgrounds + no pop-up + speed = t'rific.

SOUNDS 5
Technically impressive six song soundtrack. Shame the music's sub-standard grunge.

MASTERY 7
Fast, smooth, with top notch graphics. Only downer is that clumsy jumping lark.

LIFESPAN 6
Six tracks compared to *V-Rally*'s 20-odd. Still, the seasons idea is good and works well. And there's always the multiplayer. Maybe.

VERDICT
Top Gear Overdrive is a fun, peachy-looking racing game but one with some obvious problems. Still, as an alternative to *V-Rally*, it could be worth a dabble.

79%

the detail on each of the six tracks is unfathomable when you consider how, only two months ago, we were putting up with alternatives that either looked, a) like direct PlayStation ports (*V-Rally*), or b) like direct Mega Drive ports (*GT64*). But, even in low-res, you can't help but marvel at the way Snowblind have turned out a driving game with absolutely *no* pop-up *at all*. Nothing suddenly comes out of nowhere. *Nothing*. Not even on straights. And they haven't even had to revert to fogging. Which is staggering.

But, somehow *Overdrive* just isn't *quite* good enough. Or, at least, it foolishly undoes a lot of the very, very good things it's managed to bring about in the first place. The main cause for woe is the way it's tried to incorporate a bit of *San Francisco Rush* into races. The way cars soar into the air as you rise over a bump in the road is massively annoying, not least because you often find yourself heading off-course, simply because you couldn't see where the road went after the bump. What's worse is the fact that you subsequently explode into a ball of flames and waste precious, precious seconds getting up to a decent speed again.

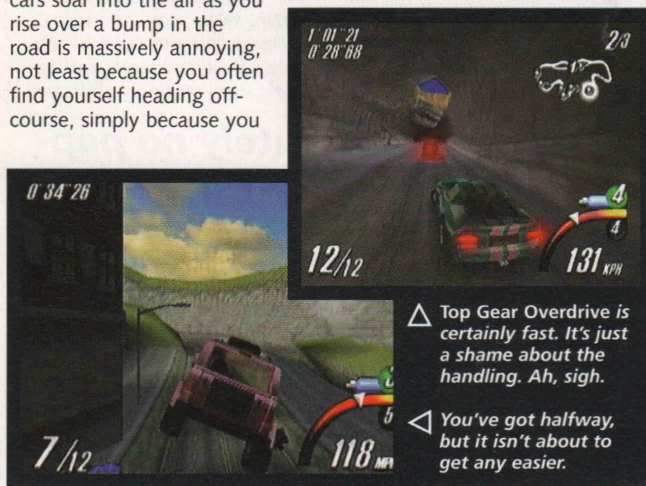
The reason the *Rush* games got away with similar in-air activity is because their courses were, more often than not, long straights, or geared specifically towards stunting it about. *Overdrive*'s courses wind quite a lot of the time so, until you get to know the tracks (i.e. where the road goes after each jump), it's an incredibly chancey thing taking bumps.

And this has a bit of a knock-on effect. See, the handling of the vehicles is perfectly fine most of the time – and fantastic fun when you get to grips with handbrake turning – but, when you start having to contend with jumps, everything goes a bit *wrong*. For starters, the vehicles feel like they're made out of paper, buffering about mid-air like it's in the midst of Hurricane Quentin (or something), while landing is completely unrealistic. Instead of falling bonnet-first, cars just land 'flat', on all four wheels, leaving the car physics to look a bit... *stupid*; as though this part of the game has been ignored in the hope that it'll go away. Which is a shame because time has obviously been spent on the rest of the game.

Thus, you can't help but feel *Overdrive* should have been a *proper* racing game. It should have dispensed with the ludicrous leaps and nitros and opted, instead, to go head-to-head with *V-Rally*. A battle which it still wouldn't have won – if nothing else, *V-Rally* is still champion through its sheer number of tracks – but a battle which it would have come a very close second in. As it is, it's spoilt by too much emphasis on an aspect of the game that, at the end of the day, really isn't very important or, in fact, very good. Which, ironically enough, leaves *Overdrive* somewhere between *Rush 2* and *Top Gear Rally* in the 'must buy' stakes. A position it already occupied when we described it a bit earlier. Funny how things turn out...

TIM WEAVER

MASTERY The way cars soar into the air as you rise over a bump is massively annoying not least because you often find yourself heading off-course.



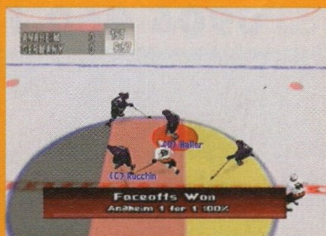
Top Gear Overdrive is certainly fast. It's just a shame about the handling. Ah, sigh.

You've got halfway, but it isn't about to get any easier.

Lights! camera! action!

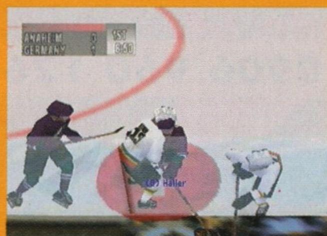
NHL Breakaway '99 features not seven, not nine, but – wait for it! – eight different camera options. And, surprisingly, they're all fairly different, if not all particularly useful.

High cam



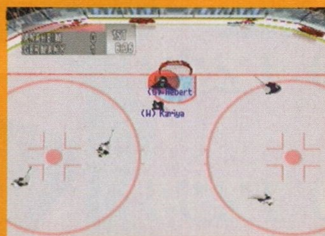
The default view, and by, um, default, probably the best view, giving all-round niceness.

Side cam



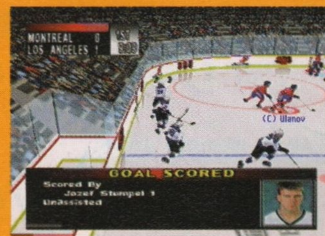
Okay, in general. Apart from when you hit the sidings and the camera zooms in too close for comfort.

Retro cam



Pulls the camera out so much that it's almost as if you're playing a Sensible Soccer version of the game. Nice in a nostalgic way.

High 45



Sets the camera up and aside (45 degrees to the side. Fact!) for a vaguely isometric view. Confusing.

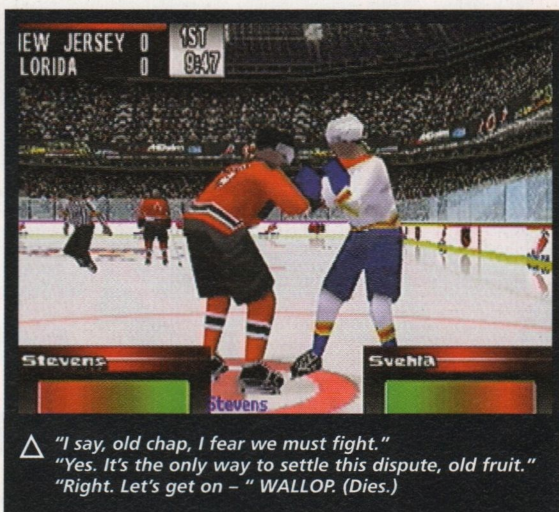
NHL BREAKAWAY 99

NHL Breakaway 99			
ACCLAIM			
Out now	128M		1-4
	Controller Pak 80 PAGES	Cartridge back-up	Rumble Pak
£40			

Just in time for brass monkey weather, Acclaim serve up a portion of icy stick-waving.

It happens on every system, at one time or another. Like some kind of chunky plastic virus, or a particularly frisky colony of silicon rabbits, a series of sports games appear, followed by yearly updates with minimal tweaks to the actual game. Just see the various *Maddens*, *Gretzkys* and *FIFA*s for evidence. Especially the *FIFA*s. Three games in one year? Hmm. They are, admittedly, three games that have drastically improved over what's gone before, but EA are either very rich, or seriously overestimating their public. Or, quite possibly, mad.

Aaaaaaanyway. With just ten issues of **N64** separating *NHL Breakaway '99* from its immediate predecessor (*NHL Breakaway* – wait for it! – '*98*), this seems to be a definite case of 'licence refreshment' – keeping the teams and players in line with their real-life counterparts – and, yes, that seems to be pretty much it.



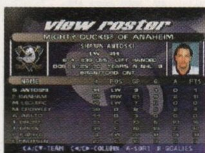
"I say, old chap, I fear we must fight."
"Yes. It's the only way to settle this dispute, old fruit."
"Right. Let's get on – " WALLOP. (Dies.)

Which would perhaps be of more importance if this were a big-name football game. But it's not, it's ice hockey. And, for us Europeans, the freshly minted 1999 line-up of the Detroit Red Wings isn't in the same league as having Michael Owen upfront in, ooh, some footie game or another. It's just another case of an immensely popular American sport being, um, slightly less popular over here (insert your own rounders/baseball joke).

Which, of course, shoudn't make any difference as to whether this is a good game or not, it's merely a fact. And is *NHL Breakaway '99* a good game? Well, at times, yes. But if you've ever played the '98 version, you may well feel a sense of deja vu. And if you actually own *NHL '98*, you're going to feel a little cheated, as this is pretty much unchanged, apart from the aforementioned cosmetic tweaks. The decent use of the analogue stick remains *Breakaway*'s greatest strength, allowing for smooth sweeps along the ice and some great sharp turns. Unfortunately, everything else is just about as average as it ever was.

MIGHTY DUCKS

Just by way of faction, and not, for example, self-indulgent anecdotery, I'm going to tell you about the time I saw the Mighty Ducks at Anaheim Stadium, Los Angeles. Having got front-row seats, we were in a prime position to see any action. And there was loads, with fights breaking out on the rink every five minutes, and the refs apparently standing around doing nothing before arbitrarily sending the offending players to the sin bin. Top stuff. And, of course, the Americans went mad for it, cheering and stamping and shouting. Except, curiously, they all left ten minutes before the end of the match, to avoid traffic jams in the huge car park. Part-timers.

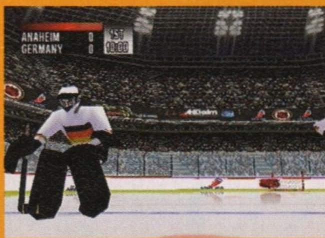


TV cam



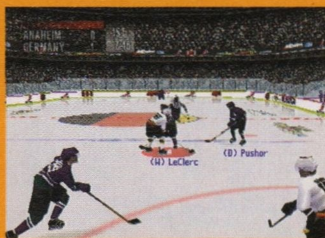
Next to useless. Set in one fixed position to the side of the rink, it's impossible to make anything out at the goal mouths. Pump.

On ice



Direct the action at ground level where everything's a blur of feet and sticks. And scream when the puck goes airborne. Dump.

Lo cam



Slightly higher than On ice, but still not high enough to be really useful.

Med cam



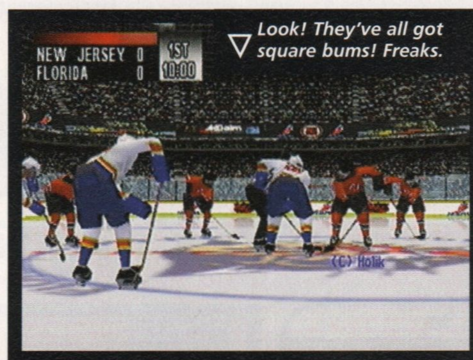
Set at just above head height, it straddles the middle ground between – yes – Lo cam and High cam. You'll never use it.

The graphics are unremarkable, and whilst not ugly, don't sport a great deal of detail. The motion capture is capable, with your little men skating quite effectively up and down the rink, and the sound effects are just terrible, with everything stamped into the dirt by the terrible organ 'tunes' the Americans so like to play during their own sports.

And it's all a bit slow and syrupy. With the analogue stick so well catered for, it would be nice to see a game so frantic that you're constantly wrestling with possession as you zip along the ice at breakneck speeds. But no – you glide sedately up the rink, to have the puck taken from you, prompting a leisurely skate back to your goalmouth where, if you're lucky, you reclaim the puck and set off again. And so it goes for the rest of the match.

And it's here that some more serious problems raise their misbegotten heads. Whilst you always know where the puck is, thanks to a handy vapour-trail and warm red glow, it casts a barely perceptible shadow while in the air, making it impossible to forecast where it'll touch down. Likewise, there's nothing to signify your position in the rink, so when you 'face off'- and are thus positioned cross-wise on the rink – you'll more often than not skate straight into a wall. And, even if it is possible to switch between team members, there's nothing to show the position of your team-mates, apart from an arrow pointing in the direction of whatever man is currently 'you'. Confusing.

So, then. There's no other way to describe *NHL Breakaway '99* than with a shrug of the shoulders, a non-committal "hmm" and a general summary – again – that tells you to go for *Wayne Gretzky's 3D Hockey* instead.

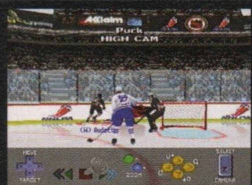


Look! They've all got square bums! Freaks.

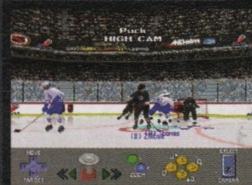
JES BICKHAM

You've been framed

One of *NHL Breakaway*'s definite high points is the frighteningly comprehensive replay option. It's bleedin' lovely.

The analogue stick allows you to rewind and fast forward the action throughout the WHOLE MATCH, not just single goals. Great.




The camera can be manipulated, too, via the C buttons, so you can see any given slice of the action from any position. Which is nice.




The D-pad, brilliantly, allows you to select specific individuals, meaning that you can watch exactly what they did through the whole game.




Given that, though, the Z-Trigger – which selects any of the set camera angles – is rather redundant. But it's all very impressive anyway. If a little pointless.

5 VISUALS
Clean and crisp, but never more than functional.

5 SOUNDS
Cursory effects and THAT organ music. Yeuch.

6 MASTERY
Lovely control is the high point in a ho-hum package.

6 LIFESPAN
Options a-plenty, and a mildly diverting multiplayer mode.

VERDICT
Not really an improvement over the '98 version, *Breakaway '99* is a lacklustre offering that sits uncomfortably amongst Acclaim's generally excellent sports range.

64%

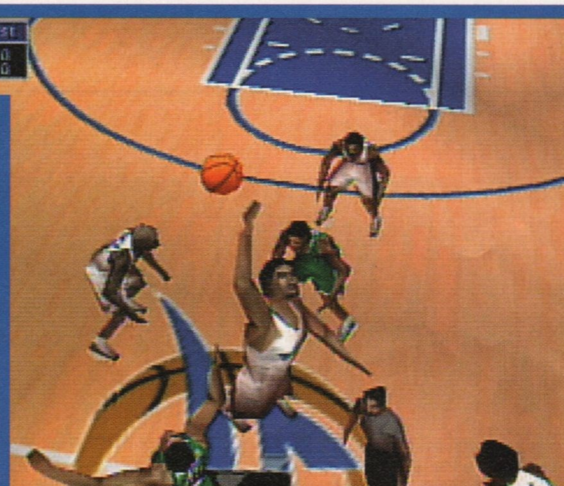
PREVIOUSLY IN N64 The last you'll have heard of *NBA Jam '99* was in our preview, back in **N64**/23. Remember now?

DOING THE HOOP

Why have Acclaim made scoring so difficult? If you're going for a three-pointer – an accurate shot from outside the key – you need to hold A for just the right amount of time, or watch the ball sail through the air and become a 'rebound'. We've found it's best to take your finger off the button just prior to your player reaching the top of his jump.

We can see that building a real-life element of 'skill' into scoring is a good idea, but it's also incredibly infuriating.





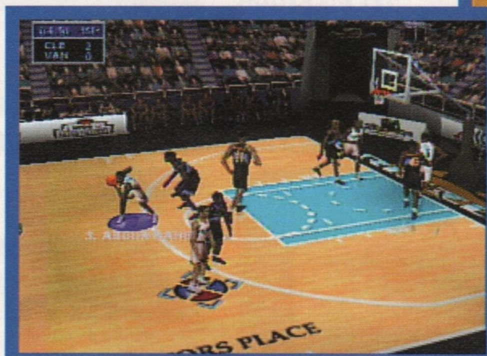
◁ An anxious moment as a spectator runs onto the pitch and grabs the ball.

△ Roger's 10ft height advantage made him virtually unstoppable.

NBA JAM '99

Very tall men with a ring fixation. Must be basketball.

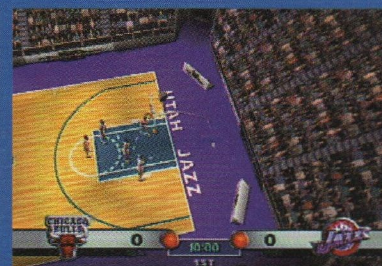
NBA JAM '99			
ACCLAIM			
Out now	128M		1-4
	Controller Pak 123 PAGES	Cartridge back-up	Rumble Pak
£45			





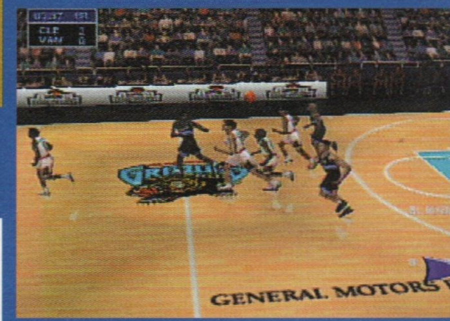
◁ "Go away! It's mine!" One stubborn player refuses to play ball.

△ This camera view offers you basketball in the style of Super Nintendo.



△ The view of the match from needless-camera-stuck-in-the-ceiling.

Can you hear those trainers squeak? ▽





You probably think that this goes without saying, but bear with us. *NBA Jam '99* is not a game for non-basketball fans. You see, with some football titles, and even wrestling games, they're fun enough (especially in multiplayer) to consider adding them to your collection, even if you're not enamoured with their particular sport. But basketball games, to non-fans, are always a tedious backwards-and-forwards slam-dunking alley-ooping farce.

Acclaim's *NBA Jam* is worth considering for those who *are* a bit partial to a spot of ring action, though. For starters, take a look at those graphics. The hi-res card has been dealt once again, giving you smooth, realistic players with hair, faces and all the other appropriate bits. The crowd, as usual, is as flat as you like, and the players stoop like Quasimodo's taller brothers, but the game's good-looking enough to make staring at it for hours on end a pain-free experience.

It's when it comes to controlling the 11-foot-tall blighters that *NBA Jam* swiftly becomes a game of two halves. If you're on the attack, it's great. The controls, which have been heavily 'borrowed' from Nintendo's *NBA Courtside*, make whipping around opponents, ducking, faking and passing a joy – the excellent R-button aided system for passing to specific team-members is a truly inspired touch. Apart from the near-impossible method for shooting a hoop (see 'Doing The Hoop'), you'll have few complaints.

HOW TO... score more often

Moving up the pitch in *NBA Jam* is easy, but scoring isn't. Kind souls that we are, here's a few tips on how to get the orange sphere in that net thing.

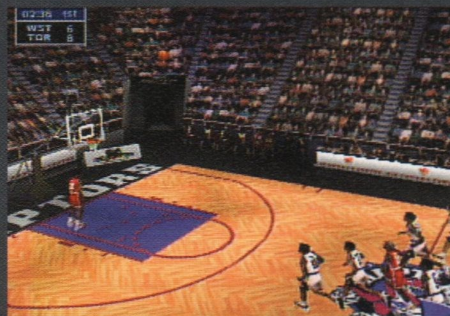
Passing

The common-or-garden B-button pass might be quick, but you lay yourself open to swift interceptions. For razor-like accuracy, hold down R instead, and each of your players will get a controller-button-icon light up above their head, allowing more accurate ball relays.

FANTASTIC TIP!
Use a double-tap of Left-C to pull off an 'Alley-oop', where a player nearer the hoop can jump, intercept the pass and neatly knock the ball into 'touch'. Beautiful.

The icons above the players' heads show you what buttons to press.





Basketball players like to make passing look like more effort than it actually is.

CH-CH-CH-CH-CHANGES (AGAIN)

Bored of life? Never want to see your friends again? Then turn off the phone, lock the door, and batten down with *NBA Jam*'s range of options, which make the term 'comprehensive' seem like an insult. You can change any of the rules, who marks who in a game, the tactics of your team, and even see which players have 'made plays' in the game so far. Fascinating.



Using space

Use a little bit of foresight before you throw the ball, as the half-second between pass and catch could mean the recipient's clear of the pack (good) or up against the enemy (not good). Additionally, players with the most space have time to pull off accurate shots.

FANTASTIC TIP!
After your opponents score, quickly lob the ball straight at your team-mate at the other end of the court. Before your enemies know what's hit 'em, your hoop-hanger has made the 'goal'. Cheeky.



This guy has 'found some space.' Or has he got a disease?

The multi-coloured arrow to the left shows where you'll pass to if you just press B.



Moving backwards a bit

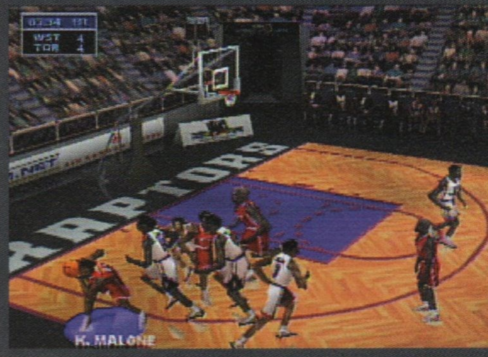
If you've spent any time watching basketball types on TV, you'll know what this one's about. Get into the scoring area and press Bottom-C for a 180° turn that allows sneaky sliding backwards towards the golden ring. Easy.

FANTASTIC TIP!
Just run at speed up to the hoop, barging past everyone who gets in your way, and then fire. It works every time, although if you're not in Jam mode expect a petty violation charge.



Shortly, all those players'll be clogging up the key. Time for some moving backwards, then.

Moving backwards is also a useful way of walking up hills without getting tired.



But within a split-second, you'll have messed up a shot or dropped the ball, and you're suddenly on the defending side. From then on things go horribly wrong. It's almost impossible to see which player is under your control, and any attempt to change to the one nearest the ball is met with a grudging response a good few seconds later, usually after a computer player has smacked the ball into the ring. And, believe us, the computer players *will* score. Every. Single. Time.

Although you'll soon come to realise that the computer continually uses the same tactic, your team-mates never learn and you are left open to that same attack time and again. Commonly, you'll end up desperately switching between players,

GO! GO!

Skill!

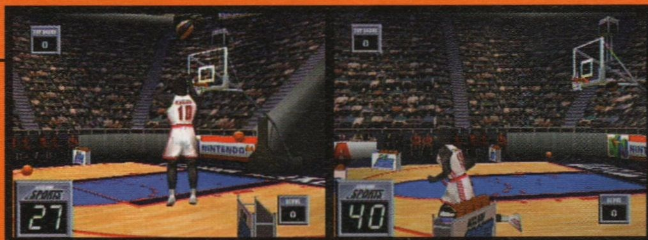
Endlessly wandering backwards and forwards while bouncing a ball can get dull. So why not try your hand at *NBA Jam*'s 'Skill Games', which are designed to help your in-game shooting skills. There're two on offer, and they're no fun at all. Instead, they're the most joypad-bending, screen-smashing, console-thwacking gaming frustrations since the protect-Natalya level of *GoldenEye*.

Free shoot



Choosing to shun the exciting parts of basketball, this involves your young man standing in the D and shooting until he gets bored. It's an absolute nightmare. There's a diagram of the hoop in the corner of the screen, the object being to move the ball icon into the hoop, using the analogue stick, before pressing A. The trouble begins when you realise that the ball icon is, bizarrely, repulsed 'magnetically' by the centre of the hoop icon, thwarting any attempts to get it in the middle. It *is* possible, with a quick skim through the centre, but it's damned hard. Irritating, but good practice for in-game penalties.

Three point



The task is simple – stand a fixed distance away from the D, with a set of balls, and score as many hoops as possible in one minute. Easy? Bah. As in the game, you need to get the timing exactly right, holding A until the on-screen chap has just about reached the top of his jump. There's also the small matter of remembering to press B to pick up the ball for each attempt, and your man's time-wasting dash for more balls when the current set expires. Competing against friends is limited fun, playing against the superhuman CPU is somewhat agitating. You will be humiliated.

VISUALS 8
It's all in hi-res, but look out for occasional slow-down and dodgy animation.

SOUNDS 6
Great commentary, but the crowd noises and lack of tunes are worrying.

MASTERY 8
It's fast, it looks good, and it uses the N64 controller 'to the max'. Multiplayer is disappointing, though.

LIFESPAN 6
If you're a fan, you'll want to tinker with the options and get a better season result.

VERDICT
Stick at it, basketball fans, and your initial scepticism and anger will be replaced by a warm feeling inside.

83%



△ *The video-replay 'in full effect'. Perfect for capturing all those fantastic slam-dunk moments.*



△ *If he doesn't score from there, he deserves to be arrested by the basketball police. Or something.*

frantically pressing every button in an attempt to stop the computer from getting that crucial pass in to the player who scores every time. It can work, but more often than not, you're three points down once again.

Learning to live with these deficiencies is possible. Stopping the computer's relentless charge forwards does become easier over time, and you'll soon find yourself creeping ahead rather than losing 32-7. Start experimenting with the moving backwards thing, the alley-oop, the fake and the rest, and you'll start having some fun. Matches featuring a continuous loop of a slam-dunk at one end, and then at the other, are still depressingly frequent, but at the end of the day, isn't that what basketball's all about?

And if you like tactics, and options, *NBA Jam* is a veritable Rodman's Cave (see 'Ch-ch-ch-changes'). There's an action replay at any time, from any angle. There's the option to look at which players have made plays and scored baskets. There's the ability to call plays mid-match (although this is slightly too cumbersome). You can look at the past form of teams, call up new players, and so on and so on. If any aspect of *Jam '99* isn't to your taste, it's easily rectified.

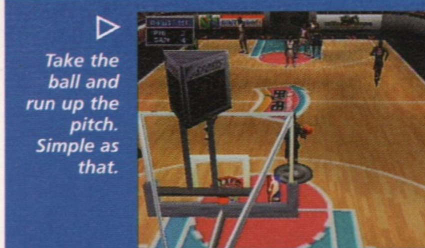
And then there's the Jam mode, which has made the basketball videogame what it is today. Acclaim's version isn't as 'crazeee' as others, but there's still infinitely more fun to be had here than in 'Simulation' mode, or in *NBA Hangtime*.

Tripping other players, reaching in, travelling backwards and taking flying tackles at an opponent are all suddenly legal, and it's all the more exciting, fast-moving, and addictive for it, especially with the obligatory ball-on-fire effect.

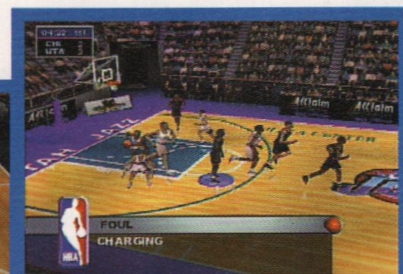
Jam '99's attempt to create a realistic atmosphere is also commendable. The crowd isn't as active as its *Courtside* equivalent (simply booing or cheering appropriately), but the two commentators are real people, commentating on a real game. Bill Walton's plea for your team to "Do something! Please!" will genuinely rile you, spurring you on to a comeback, or destroying your confidence for the rest of the match.

But, all in all, it comes down to what you'd say if someone suggested a night in watching Channel 4's basketball coverage. Yawn and suggest a swift round of *Turok 2* instead? Avoid *NBA Jam '99*. Jump up and down with excitement? *Jam '99* is well worth considering. Just bear in mind that getting the best out of it is hard work. Coax, cajole and practice – a lot – and *Jam '99* slam dunks that funk with the best of them.

MARK GREEN



▷ *Take the ball and run up the pitch. Simple as that.*

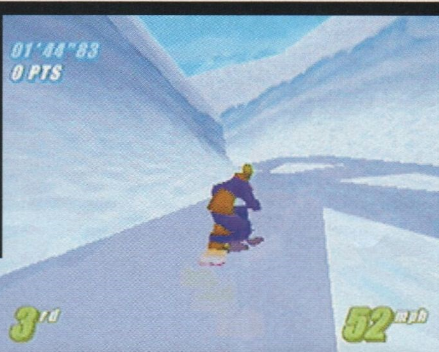


△ *Someone'll be in trouble with the coach, then.*

PREVIOUSLY IN N64 We previewed *Twisted Edge* in **N64**/19. Bit dumpy then, too. Hoi!

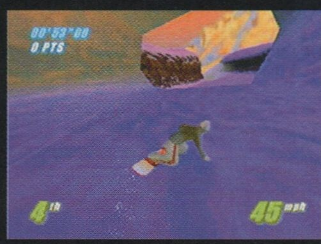






△ Skidsy! Turn this far over to come in nice and sharply.

▽ Early evening slope-battling. Fourth out of four, though...



△ There's a certain lack of scenic detail, no?

▷ Fog. Makes things harder, yep.



Three months after *1080°*, Kemco fancy their snowboarding chances. Fools...

TWISTED EDGE EXTREME SNOWBOARDING

Twisted Edge				
NINTENDO/KEMCO				
January	64M			1/2
	Controller Pak 5 PAGES	~~Cartridge back~~	Rumble Pak	
£40				

Bodacious, *Twisted Edge* most certainly isn't. We'd imagine. Though, we're not entirely sure what 'bodacious' means. However, what we can happily report is that it isn't either 'brilliant' or 'challenging', both words that aptly describe Nintendo's wondrous *1080°*.

Twisted Edge's main problem is that, sadly, it's just not very interesting. If you can imagine *1080°*'s six *bee-yootiful* courses in all their glory and then take away the environmental gloss that made them look so special, you've got a fair idea of *Twisted Edge* visually. Not that that's necessarily the be all and end all, of course, but when you're dealing in snow – something that's very frequently white – you need those fallen logs, thick forests and sunsets that cast an orange glow. Because, without them, all the courses look exactly the same, i.e. very, very white. And, apart from the ludicrously named 'Funky Town' (which rips off *1080°*'s Dragon Cave... badly), that's precisely how *Twisted Edge* looks.

But, more than the lack of trackside glamour, the courses just aren't particularly well designed. Apart from a bridge (again, like Dragon Cave), a mine shaft and a strange, disused sewer pipe, there's not a lot else besides w-i-d-e open spaces and a couple or three thinnish half-pipes. Which, despite *looking* tricky, turn out to be cretinously simple.

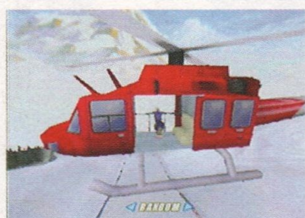
LIFESPAN *You'll easily waltz through all seven courses in two or three hours...*

Indeed, the whole game is simple. Analogue control is silky, but more lenient than *1080°*, so the result is the ability to waltz through all seven courses in, oooooh, two or three hours. Probably less, if you don't make the mistake of accidentally hitting any obstacles. Because, be certain, if you even as much as *touch* the smallest part of a surface boulder, or piece of nasty pokey-out scenery, *Twisted Edge* kicks you firmly in the groin.

See, it's as if Boss Games – the developers behind *Twisted Edge* – realised their game was a bit... *easy*. So, in order to prevent players from completing it in an afternoon, they made sure that punishment was meted out for the most microscopic of mistakes. But, that's not even the worst part. Instead, it's the fact that, once you make a mistake, you're

Board walk!

Twisted Edge's stunt mode is refreshingly simple but rather more limited than *1080°*'s. As you'll see h'yar with our quick lesson in how to notch up those Stale Fishes...



The stand-alone stunt mode begins with your choice of boarder inside a handily hovering chopper. Drop down and, mid-air, you can pull off the first of your stunts.



Stunts are achieved by holding Z and then wiggling the analogue stick. Each direction results in the boarder grabbing hold of the board and yanking it around. Like this.



More complicated stunts are achieved by, say, pushing the analogue Down, Up then Down. When you've produced something of quality, this strange green light appears.



When you don't, nothing happens. The best stunts are awarded 500pts+ but, to begin with, you'll be content with 100. Or, anything at all. Get joystick waggling...

SKI MUNDANE

As you progress through *Twisted Edge*, and pass each gradually hardening level of difficulty, you'll find yourself amply rewarded in the character department. Your default number is four – including a Huggy Bear look-a-like and a pear-shaped French 'sort' – but, get to Master, and you're looking at being able to play as Blighty's very own Kevin. Who ponces about on the slopes in what looks like discarded clothing from an Oliver musical. Pranny.



Wooden bridge. Evening. Purple landscapes. Reminds us of another snowboarding game.





Second! Now close your eyes and pray there's no error a-coming.

Under the bridge to the right there's this tunnel system. Handy!

Haven't made a mistake yet. Because they're so obvious.





Come on! Our snowboarding must be nothing short of genius. Reel 'em in. Ahem.



held up for so long – especially trying to regain any sort of speed – that you can never fully recover and certainly never get back into first place. Which requires flawless racing every time. Tut.

And getting back speed is a significant problem for the game, particularly as it isn't very fast in the first place. Whilst the speed-o-meter might be telling you you're pelting along at 60mph, it really doesn't feel like it. Whereas in *1080°* there was always an underlying feel of sweat-addled danger, *Twisted Edge* has a casual, Sunday morning air about it, ambling along, quite happily, at a fair-to-middling pace. On one or two of the seven tracks (in 'Master' mode) there's a welcome injection of pace, but otherwise there's nothing to test the old analogue thumb. Which accentuates the lack of any course design even more.

There are, admittedly, *good* things about *Twisted Edge*. It's easier to get into than *1080°*, principally because it's so simplistic, and the control system is far more forgiving, allowing sharper turns and more last minute movement. Additionally, the stunts are nice and easy and, like *Snowboard Kids*, the more stunts you pull off, the more points you get and the faster you go. Not that it makes all that much difference, but, er, the thought's there. And, when all's said and done, it does *look* pretty slick. Overly white, yes, but free of fuzz and unnecessary fogging. Indeed, the courses bend and weave to prevent the need for any misting.

Unfortunately, all these positives don't outweigh the blinding negatives that plague the game like particularly nasty lens flare – it's a poor man's alternative to *1080°*. Where Nintendo's game glided gracefully down the piste, *Twisted Edge* looks a bit unsure on its feet and then loses its footing altogether and breaks its leg. Funny, but not *that* funny.

TIM WEAVER

Slowflakes

The main thing Twisted Edge's two-player game has going for it is that, bar some very minor detail, it's visually as strong as the one-player. Fogging is minimal and it's perfectly easy to see where the course winds as you play. Unlike 1080° and its hideous grey wall o' death.

Where the two games converge is in the gameplay department. 1080° suffered from just not being very much fun, while Twisted Edge could be fun if it wasn't for the fact that it's so incredibly slooooow. All courses are available for a quick traversing, but even the normally reliable Funky Town seems to start in one year and then finish in the next. Come on, Boss... you gave us the repulsively slow Top Gear Rally two-player, now you're furnishing us with this eye-fluttering dullness. We expect better from our multiplayer games. Yup.





Wish something interesting was happening.

Oh, nearly fell there! Nearly. But not quite.



7 VISUALS
Closes the ski lodge on fog and fuzz, but gladly welcomes in a lack of scenic variety.

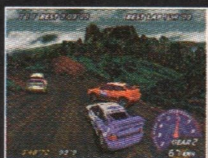
7 SOUNDS
Clear sampled speech aplenty, plus a six-track soundtrack. With six awful tunes.

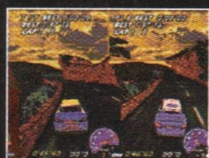
6 MASTERY
Smooth enough to play, but just not special like N64 games should be.

5 LIFESPAN
Not particularly hard, even in Stunt Mode, and the two-player's a bit of a non-event.

VERDICT
Twisted Edge is fun for a while but nowhere as good as Nintendo's infinitely better *1080°*.

60%







The all new V-Rally '99 is now on Nintendo 64. And only on Nintendo 64. Twelve official WRC 1998 rally cars battle it out against time and each other on 48 gruelling tracks spread across eight countries. And you can't trust the weather; with erratic conditions and punishing night-time stages. V-Rally '99. On Nintendo 64.

You can't beat it.

V-Rally '99. On Nintendo 64.

"It aces all the other car driving games out there." **N64 Magazine – 90%**

"It is a game that Nintendo owners have been crying out for." **Total Control**

"A fantastic racing game that you should add to your collection." **Total 64 – 90%**

"The action in V-Rally is a pure adrenalin rush." **N64 Pro – 90%**



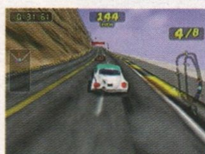




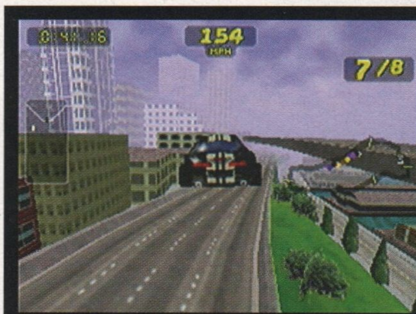
PREVIOUSLY IN N64 We previewed *Rush 2* in **N64**/23. Beastly!

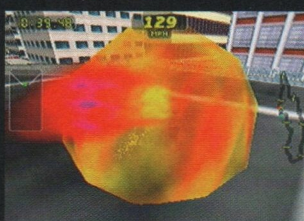
KEY TO THE CAN
Golden Keys and Oil Cans are your job this time round. Discover





and pick up enough of them on each course (some of them *extreeeeeemely* tricky to obtain) and you'll access the secret track and secret fleet of cars, including a New York cab. Better start scouting around, then.





▽ An almost Ashton-esque 129mph fireball.

◁ You'll believe a car can fly. Honestly, you will.



Rubber marks can be a real devil to shift, you know. ▷

RUSH
EXTREME RACING

Brum, brum, *bruuuuum*! Screech... smash! Oh, there's no reverse...



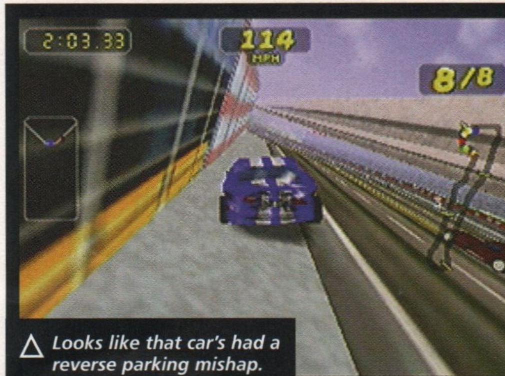
△ Cars stick to that corkscrew like barnacles to a long-distance swimmer's bottom.

Rush 2: Extreme Racing USA

GT/MIDWAY			
 January	64M		1/2
	Controller Pak 34 PAGES	…tridge back…	Rumble Pak
£40			

▽ A moment of indecision when faced with a fork in the road can leave you looking like a right chimp.

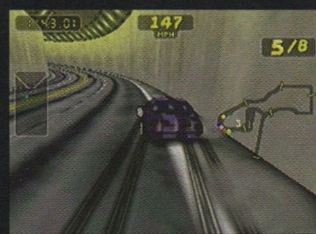




△ Looks like that car's had a reverse parking mishap.



◁ That's what was in the boot of the car from Repo Man.



▽ Tunnels and shortcuts all over the place.

2 USA

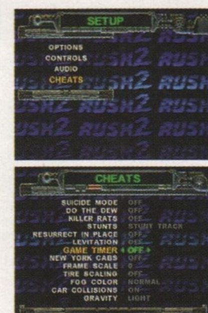
The San Francisco part of *San Francisco Rush* has been dropped because, well, there's no San Francisco in *Rush 2*. Instead, there's a sprinkling of east, west and offshore America. So, we've got, ooooh, a bit of New York (uptown and downtown), Las Vegas, Seattle, Hollywood and Hawaii. Oh, and Alcatraz which was the basis for arcade game, *Rush: The Rock*.

As it turns out, Alcatraz is about the weakest of the courses so we reckon it couldn't have been that much fun as an arcade game. Probably nestling somewhere around the *Demolition Man* pinball machine mark. Or that thing where you whack frogs with a sponge mallet. Still, the good news is that at least this N64 conversion is bolstered up by six other infinitely better tracks and like the first game a wealth of shortcuts and fifth degree burns.

Additionally, the main flaw of *San Francisco Rush*, namely its blatant lack of any steering *whatsoever*, has been completely sorted out. In fact, the vehicles 'feel' incredibly adept – although it makes no difference whether you're perched in the two-seated surrounds of a Concept Car or the hippy spring of a VW Camper – and it all works surprisingly well with the analogue stick. There's a pleasing amount of 'drift' and precision; when you only want a gentle turn, you only push the stick about halfway across, for example. Problem is, whilst Atari have spent the past year trying to sort *that* particular

TIME ON YOUR SIDE

Of course, the problem with exploring while you're racing is that the timer eventually runs down. So, you'll need a cheat to freeze the clock. Which goes a little something like this: go to the Settings menu and hold L, R, Z and all four C-buttons. An extra option will now appear called Cheats. Enter the cheat menu and all the cheats are frozen. To



access them you need to do the same cheat but press the C-buttons between one and ten times (it varies between cheats). 'Game Timer' is the one you want here.

Route: Canal

Seven tracks with numerous secret bits of the *wink, wink* variety. Vroooom...



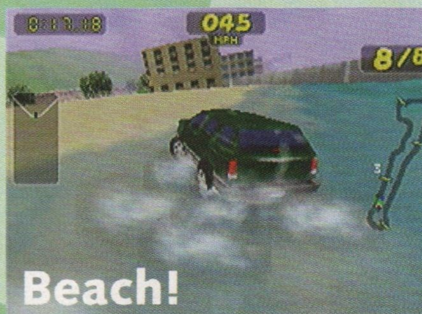
Casino!

Just a short turn off The Strip and you're into a casino! Mow down Joe Pesci. And drive a bit.



Subway!

Race along Noo Yawk's underground rails, avoiding oncoming trains, and running over rats!



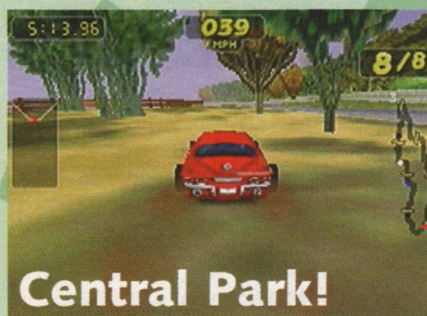
Beach!

Get out your shades and windbreak and then skid around on shores of golden sand! Beachin'!



Hell!

Okay, well, strictly speaking, it's Hawaii. But, Satan is directing traffic. We, er, reckon.



Central Park!

Strangely devoid of people, but still. Lots of trees to knock down and grassy skids aplenty.



Sewer!

Stinks of fishy grease, but a beautiful secret shortcut through Alcatraz. Classy exit too.

GO! GO! ▷

Car and away

17 cars worth make up the *Rush 2* lock-up. Here're four of the very bestest...

1 VW Camper

Beautifully balanced, slow on the uptake, but a rattling top speed. Use it wisely, Daniel-san.

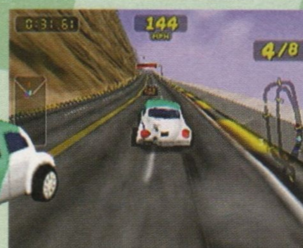




2 VW Beetle

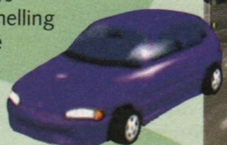
New shape Beetle with superb acceleration and a smart top speed. Prone to smashes, mind.

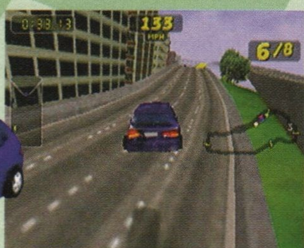




3 Hatchback

Great for family days out! Oh, and pummelling your way round the corners on Alcatraz.



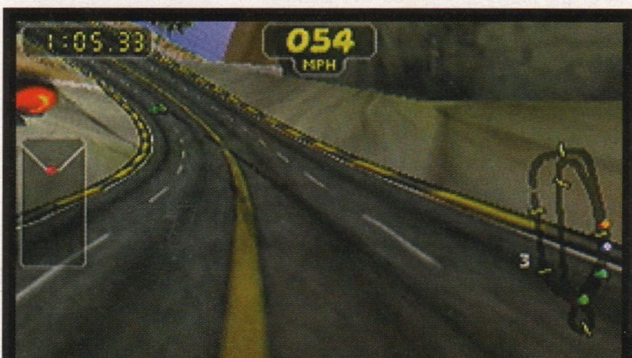


4 Cadillac

"At the car wash..." Erm, and all that. Silken love machine, balanced to a peach. Drive it!



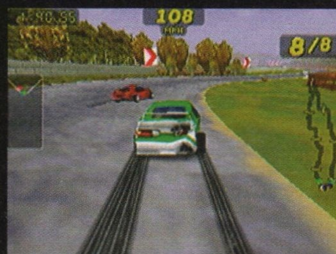




◁ *There are some excellent sweeping bends knocking around.*



△ *Spin, flip, explode. It's a way of life.*



△ *He'll have no tyres left at all if he keeps showing off and doing wheel spins.*

▽ *That's, like, totally bogus dude.*



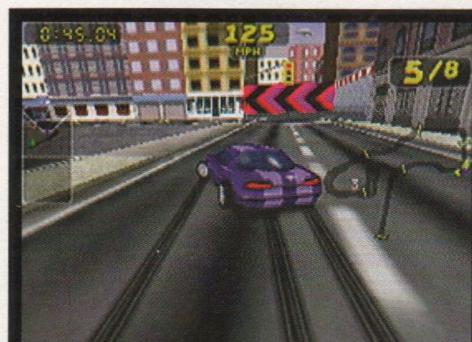
niggle, the likes of *V-Rally*, *F1 World GP* and *GT64* have come and gone with a suitable 'feel' already intact. So, playing *Rush 2*, you can't help but think it's the game *SFR* should have been 12 months ago.

First things first, though, for those never before exposed to the 'driving' experience that is *Rush*, be prepared to expect something a little... different. Remember how in *V-Rally*, the tiniest mistake resulted in car ballet of the there-goes-my-roof variety? Well, *Rush 2* has equal amounts of triple-twisting and bonnet-banging but not because it has *V-Rally*'s accuracy; rather more, because it has no accuracy *at all*. See, *Rush 2* is perfectly happy to allow you to hit walls at speeds of 150mph, handbrake turn into buildings and pelt along a subway tunnel whilst scraping your wing against an oncoming train. A reason why, more than any other N64 game *ever*, you'll either positively *adore Rush 2*, or hate it with a passion that no one can truly imagine. Or something. Anyway, be sure, there's no in between.

What also leaves *Rush 2* as a bit of an outsider, as the game that goes against the system (the car game version of Wolf from Gladiators, if you like), is its tendency to toss the laws known as gravity right out the window. As a result, the game's numerous shortcuts and unlikely multiple branching (via subways, rooftops, walkways, sewers and casinos) tend to see you and your car being sent *miiiiiles* into the air. Ramps and raised sections often provide the impetus and then there's just the question of finding your way off the skyscraper.

And this is undoubtedly the best part of *Rush 2*. Whilst the racing is good enough to entertain – and, commendably, plentiful in the speed department – there's an odd fascination with skipping the main competition and going off in search of secret routes. It's like *Mario* in a VW Beetle! Sort of. Well, there's an *adventure* element to it, anyway. Something confirmed by the fact that, stashed away behind walls and scattered throughout the secret routes, are golden keys and oil cans. Collect enough of each and a stack of hidden extras await.

But, predictably, *Rush 2* has a few major problems. The fact that it doesn't have a 'Reverse' button is an error as horrific as Noel Edmonds' beard. Hit the angle where two walls come together and you can't do *anything* about getting back out. You just sit there like a lemon until the CPU places you back onto the track. Which kisses goodbye to eight or 10 seconds worth of time. Accelerating into the wall



△ *Where did the track go? It can get a bit confusing in the middle of the city.*

sometimes shifts your front end a little, but accelerating into a concrete face in the hope that you'll turn 180° is hardly ideal, is it? Strangely, the manual seems to think the game *has* a reverse. But it doesn't. Or, at least, if it does, it's hidden away so well that *no one* can possibly find it. Strange.

Even stranger are the parts of *Rush 2* where scenery is suddenly just *there*. Not because of any *V-Rally*-style pop-up – the game's real visual strength is the fact that there's virtually no pop-up at all – but because you're going so fast, and the distance is so heavily greyed, that massive concrete walls look a lot like roads as you try to get a gander at what's coming up. It's a bizarre thing, and difficult to explain; there *is* fogging, but it's not the fogging's fault. Perhaps it's because you're never warned of a sudden turn, or change in direction, until it's too late. Or, maybe it's because following the line of the computer opponents doesn't really help, as they only begin to turn very late in the day. Either way, you often end up ploughing into the side of huge buildings through no real fault of your own.

Truth is, *Rush 2* won't change the minds of *anyone* who either loved or hated the first game. It's got the same problems and the same pluses. It's still not *DKR* or *Top Gear Rally*, both games that it wouldn't half mind mixing and matching and, at the end of the day, even *being*. But, it's fun. And, no matter how many times we shouted and swore at it, we kept on sauntering back for more. And we reckon there's a something to be said for a game like that.

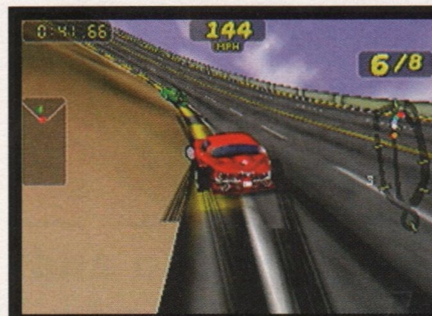
TIM WEAVER



△ *Black car tries to mate with a fence.*

▽ *Heading for a vehicle/brick wall interface. Hold on to your airbags.*





Just the one tyre mark then. That'll be about right. ▷

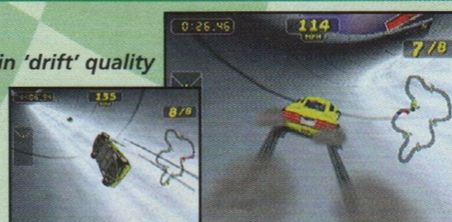
◁ *Only sixth. Someone here has the driving skills of a salted slug.*

Twist and shoooooot!

A new inclusion to *Rush 2* – THREE entirely stunt-orientated tracks. Read it!

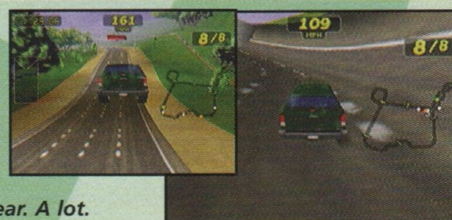
Halfpipe

First track with a surprisingly harsh learning curve. Because there's a certain 'drift' quality to Rush 2's driving, you often find yourself slinking up onto the curve of the halfpipe and then coming back down in a six-point pirouette. Before exploding. Getting up the halfpipe is simple enough. Getting back down is considerably harder. The key to swinging from left to right, without added flame effects, is to use the analogue as gently as possible. Sway, rather than swing. That said, this is undoubtedly the weakest stunt track.



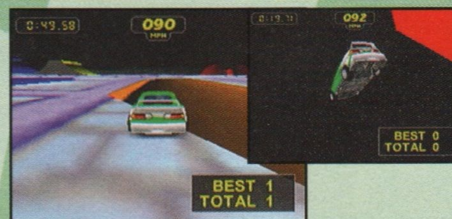
Crash

Somewhere between an all-out stunt track and a normal honest-to-goodness course, Crash merges a bit of everything. It starts off with some nasty halfpipes and then moves into 'rippled' tunnels (where the road surface dips then rises for ages... leaving you to skid out of control) and then finishes things off with a few jumps where, if you land badly, you just turn into the incredible skidding machine. The opponents can, of course, handle all comers so don't be surprised if you're bringing up the rear. A lot.



Stunt

Good fun, but hard, Stunt is the culmination of your attempts to master both Halfpipe and Crash. Wheelies? Try to catch the slightly raised platforms and lift one side of your car off the ground. Rolls? Get your car up an 160° ramp and then watch as it goes haywire in mid-air (meanwhile hoping that it lands wheels first). Flips? Er, hit a ramp and hope for the best. And so it goes on. The better your manoeuvre, the better your score. We could only manage a pitiful five at best.



7 VISUALS
Not bad. Plenty going on and nice damage effects on the cars.

3 SOUNDS
It's like an 80's pop synth collaboration between Harold Faltameyer and Paul Hardcastle.

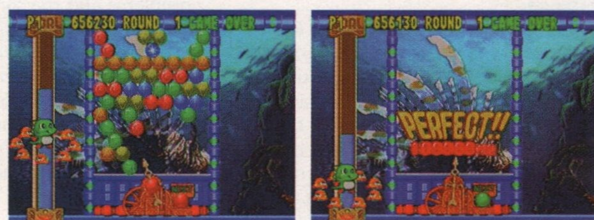
7 MASTERY
Fast, smooth, a good 'feel' and plenty of roadside detail. Impressive.

8 LIFESPAN
Seven hard tracks, a solid two-player but, most of all, plenty of secret stuff to uncover.

VERDICT
Simple at heart, *Rush 2* is a fun little slice of racing mayhem. It's the game *San Francisco Rush* should have been over a year ago and the competition's far tougher now.

73%

Spot the difference

Version 2.5	Normal
	
Select Version 2.5 and you'll be placed in a happy halfway house between the old Arcade Edition and the new DX – the bubbles have the same look to them as Bust-a-Move 2, with Bubble Bobble baddies trapped inside. Most importantly, when the bubbles drop towards the deadline the empty space at the top of the screen isn't filled in with new ones. This makes it much less frantic than Normal mode, and we reckon the average player will be able to complete it on the first or second attempt.	*Normal mode is where you'll find the full DX edition of Bust-a-Move. The bubbles move further down the screen every time you fire a preset number of them, and a fresh line is added at the top, where you can't get to them. The new bubbles are often just random colours, but the game will occasionally reward you with a line of star bubbles (which destroy all bubbles of the same colour). Or it'll punish you with a sprinkling of unburstable Jamma bubbles. It's mercilessly difficult.*

BUST-A-M

Forget about flashy graphics, atmospheric sound and

EASTER EGGS
Arcade mode is set up as a row of *Bust-a-Move* machines interspersed with various other machines, which you're treated to a quick glimpse of every time you beat an opponent. We haven't found a way to play any of them yet (if they're playable at all), so if anyone out there knows how...







Last summer's conversion of *Bust-a-Move 2* might have been criminally slack, but it didn't make the slightest bit of difference to the way the game plays – it remains Andrea's favourite cart, not least because it's the only one where she can get past the third level. But slightly better graphics and a bit more effort spent on giving the game a 64-bit sheen (or even a 16-bit sheen) might have tempted a few more people to actually buy it, so Acclaim and Distinctive Developments have come up with a massively souped up version that looks like the game *Bust-a-Move 2* should have been in the first place.

Bust-a-Move 3 DX, to give it its full title, expands the format with a unique hi-res four-player mode, a few new types of bubble, and a puzzle editor. The object of the game remains unchanged – shoot bubbles from the bottom of the screen, match up three of the same colour so they disappear, and continue until the level is clear and bubble free, or until the bubbles cross the deadline at the bottom of the screen, in which case you lose. It's very simple in theory but, like *Tetris*, it's deceptively difficult in practice. There are so many different strategies you can employ – ranging from the random hit-and-hope method of saturation bubbling to the more subtle dangle-bubbled multiple-drop combo technique – that it'll take hours of play before you finally settle on an approach that works for you.

Bust-a-Move 3 DX				
ACCLAIM				
Out now	64M		1-4	
	Controller Pak 64 PAGES	Cartridge back-up	Rumble Pak	
£40				

The new bits include a challenge mode with 1025 preset puzzles created by Japanese *Bust-a-Move* experts who get a credit for their handiwork so you can identify each bubble master by his design style (well, maybe). They aren't arranged in any particular order of difficulty and you can start at any point you want, but beating every one will take ages. Luckily the old *Bust-a-Move* helping pointer returns after every



That's the name of the champion bubble burster who created this puzzle.





Dropping a whole big chunk of bubbles together is the key to getting a respectable score. Think combo.



Create-a-puzzle

In the unlikely event that you run out of built-in challenges, you can make up your own puzzles using the edit mode. The challenge mode's 1000+ designs have probably used up most of the possible combinations, but with a bit of fiddling with the screen size and some imaginative bubble placement, anything's possible.

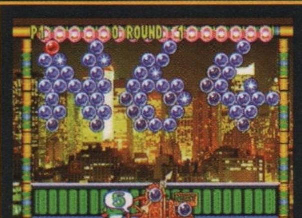
1 You can choose from two different screen sizes. The widescreen option affords the best opportunity for artistic expression.



2 Select the type and colour of bubble you want to place, and drop it on the screen. We tried to add a nice drop shadow. We failed.



3 When you're satisfied with your design, give it a quick test run to see if the old girl goes, if you know what we mean. This one works fine.



4 Well, that's 'fine' as in 'at least it doesn't all collapse before you've fired a single bubble'. It'll only take a couple of lucky shots though...



5 ...and the whole thing's going to come crashing down. Should've used some different colours, but that blue set off Wil's hair perfectly.



6 Oh well, back to the drawing board. It's all very well having a pretty puzzle, but the pleasure's in the playing, and this one was pants.

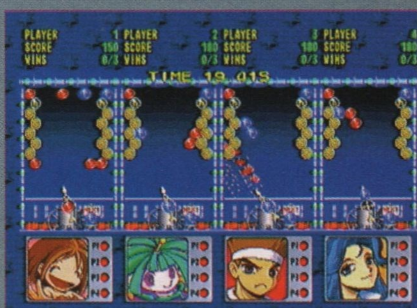


OVE 3 DX

cinematic cut scenes. Go retro with Bub and Bob...



Eight characters to choose from at the start, plus secrets.



You need the eyes of a hawk and a telly the size of a house to appreciate this.



Mystical floating woman rises on a cushion of Bubble Bobble bullies.

failed attempt, marking out the path your next bubble will take to make things a bit easier.

Arcade mode can be played against a friend or a series of computer characters. Any bubbles you drop from your screen are added onto your opponent's in the traditional puzzle game manner. Exactly what *kind* of bubbles you pass over to your enemy depends on which character you play as – some of them cause ordinary coloured bubbles to be added from the top, others from the bottom. Some add immovable Jama bubbles, or tricky rainbow bubbles which require a bit more thought to get rid of, but they might also send over star bubbles, which remove all bubbles of one colour when they're hit. Choosing the best character to make the most of your opponent's weaknesses is crucial.

There's also a four-player mode, where you can compete against human or CPU opponents in the usual arcade style or in a puzzle time trial. Be warned though – the display switches to hi-res to squeeze all the action in, and even on our giant TV the bubbles are so small that it can be tricky to make out what colour they are. On a bedroom portable you've got no chance.

But that's only a minor complaint, because *Bust-a-Move 3*'s uncanny ability to make three-hour chunks of your spare time pass in what seems like the blink of an eye, makes it just about the best puzzle game on the N64. Even with the visual enhancements and extra features it doesn't stretch the machine any more than a *Space Invaders* conversion would, but it's the best version of the game to date. Compulsive stuff.

MARTIN KITTS

Move up the inverted pyramid of puzzles until you reach the top layer.



5 VISUALS
Bigger and chunkier than last time. It looks like a state-of-the-art arcade machine (from about eight years ago).

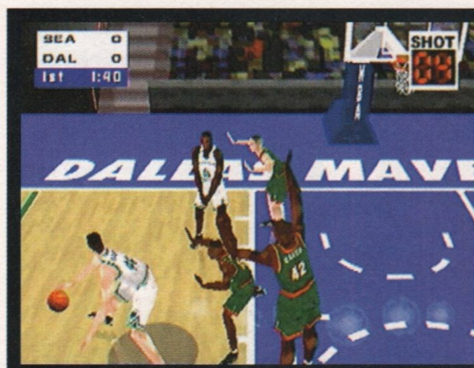
6 SOUNDS
Tinkly remixes of tunes from ***Bubble Bobble*** and other classic Taito games. Not bad.

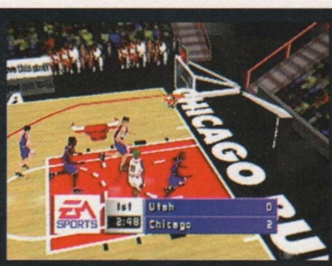
5 MASTERY
It doesn't push the N64 at all, but it's a masterful piece of design.

8 LIFESPAN
There are thousands of puzzles and secrets to find, multiplayer contests, and a puzzle editor.

VERDICT
The finest bubbling money can buy, with a bonus four-player mode for those of us with a widescreen telly.

82%





△ Look at Dennis Rodman's hair. The loony goon.

◁ "It's my ball! It's mine!" "Oh, grow up, Derek."



△ A lone CPU player stands confused, as Tim stuffs up the tackle. Badly.

SQUASH
NBA Live, as you'd expect, features real teams and real players. Well, not ACTUALLY real, 'cos squeezing hundreds of six-foot men into a cartridge the size of my hand would involve screaming, cheese graters and buckets of blood. But anyway, such luminaries as the dress-wearing, scary-haired Dennis Rodman are present and correct. However, Michael Jordan is still presented as 'Player', presumably because he's too famous to be in game. Which didn't stop him doing 'Space Jam'. Ha!

NBA Live				
EA				
Out now	128M		1-4	
	Controller Pak 115 PAGES	Cartridge back	Rumble Pak	
£40				

NBA LIVE

In the specialist world of the basketball game, can *NBA Live* prove to be a credible contender? (Have a guess....)

Get the ball, run up the court. DUNK! Lose the ball, run down the court. DUNK! Get the ball, run up the court. DUNK! Lose the ball, run down the.... aaaaaand repeat. Until your brain dribbles out of your ears and blood streams from your eyes.

That's what usually happens when you play most basketball games – metaphorically speaking, anyway – such is the difficulty of recreating a sport that can so easily descend into mindless repetition. Aside from the rather wonderful *Kobe Bryant in NBA Courtside* ("The *ISS* of basketball games", according to Martin, who was fingering a small stiletto as he said it, smiling like a snake), the N64 hasn't had much luck as far as 'hoops' have been concerned. And, unfortunately, *NBA Live* isn't about to change that situation, despite a fairly critically successful string of appearances on the PlayStation.

It's not that it's bad, as such, just uninspired and adequate. Its greatest asset is its speed; using the Turbo function, it's possible to pelt up the court like frisky young popster Billie on rollerskates. Or something. It certainly makes for a fast-paced game, anyway, with nary a pause for breath getting in the way of the action.

The relatively simple controls also help in creating a nippy, uncomplicated game, with several basic commands for both offence and defence. Passing, in particular, is well-catered for, with a touch of the R button displaying the closest team-mates and tying them to a C-Button. Tapping the relevant button will then allow you to automatically pass to the chosen recipient. Nice.

And that, we're sad to say, is the good stuff out of the way. The speed of the game, unless you're playing against a similarly-skilled friend, is actually a double-edged sword. Ridiculously high scores are attainable, because the duff AI of the opposition means that it's all to easy to whip through them every time you get the ball, and score (see first paragraph). Even if you're playing with the Dumpsville USA Duellin' Banjos (starring Cletus Clutterbuck) against the Chicago Bulls (starring Dennis Rodman and his kerrrr-azy hair).

The graphics are clean, crisp, and gloriously free of fuzz, but, rather disappointingly, play host to the Incredible Stick Men. Jerkily skipping from one end of the court to the other, their anorexic and insect-like limbs are more suited to the undernourished characters that invariably populate awkwardly animated PC games. Like Sunny Delight, they're simply unconvincing and, well, unnatural.

All of which leaves us to say that *NBA Live*, whilst capable of delivering short-term bursts of undemanding fun, simply doesn't have what it takes to be the shining gem in your N64 collection. Think about it: with *Zelda*, *Turok 2*, *F-Zero X* et al, all vying for your pennies this Christmas, you've got far worthier games to splash out on. And if you really must have a basketball game, *Kobe Bryant* is still the only real option.

JES BICKHAM





△ Oh, look, Rodman again. Just bog off, man. Sorry.

◁ The huge red bull on the floor scared Dennis terribly. Fairy.

VISUALS 6
Well defined and detailed, but hardly outstanding.

SOUNDS 6
Cod-funky tunes, bouncing balls and the hushed mutter of the crowd.

MASTERY 5
Looks nicer than the PlayStation versions, but is otherwise much the same.

LIFESPAN 6
If you've got some well-versed friends, the multiplayer game may keep you going.

VERDICT
Not bad, definitely not great, *NBA Live* straddles the word mediocre with big basketball legs.

64%

PREVIOUSLY IN N64 In the days when we thought this might have been good, we did a Future Look on it. Issue 19 was the offender.



△ Large tank robot boss thing. Yes.

△ This fella lobs large ice cubes at you. Like an angry barman.

◁ If it all looked this good we'd be happier.

▽ End-of-level boss in an Egyptian stylee. You'll need the dodge buttons here.

Hold down A to lock-on with homing missiles. ▷

◁ A 'scary' robot moments before it evaporated.

BOSS GAME

One of the more animated bosses is this giant sock. It opens its mouth to display its all-important weak spot and takes the same opportunity to spit a few asteroids at you. Cunningly, these can't be blown up – you've got to dodge them with the C buttons. Unfortunately, the collision detection is so ropey it's impossible to know which way to go. *Knife Edge* is sadly full of such irritations.

KNIFE EDGE

It's a light gun game without a light gun. As useful as a car without wheels, then.

Knife Edge			
BOSS/NINTENDO			
Out now	64M		1-4
	~~Controller Pak XX PAGES~~	Cartridge back-up	Rumble Pak
£40			

The designers knew it. The publishers knew it. Nintendo knew it and, if you have the misfortune of going anywhere near *Knife Edge*, you'll know it too. The only way this game was ever going to be a success was if it came with a light gun. And it doesn't.

Which stiffs it, basically.

You're the nose gunner in a futuristic helicopter spaceship sort of thing and your mission is to fly around Mars shooting down aliens until: a) you die, b) they all die or C) you fall asleep. Outcome C has so far triumphed in the **N64** office.

Shooting things in *Knife Edge* basically translates to moving the cursor around the screen with the analogue stick while holding Z to fire. After an eternity of killing things – or when the gauge at the bottom right of the screen fills up – you earn yourself a smart bomb which, smartly enough, obliterates anything on the screen at that time. And that's about as complicated as it gets.

The flying part of the game is left to the computer, who takes you for an on-rails ride around whichever particular level you're on. As enemies fly out at you, you either hit them as you fly past, or miss them – in which case you don't get another chance. The C buttons control a left, right, up and down dodging system to avoid things that can't be shot (asteroids, for instance), but the movement is so minor, and the collision detection so arbitrary, you never really know for certain which way to jump.

Commendably, Boss have included the option to fly on different routes through the levels, and there's even a multiplayer mode. Unfortunately, this is no more elaborate than having up to four separate cursors on screen at once. The ensuing confusion as every player tries to shoot the same alien at the same time is never going to threaten *GoldenEye* or *Mario Kart* in the multiplayer fun department.

On-rails shooters like this used to be the territory of CDi and Mega CD games where, in spite of the massively dull gameplay, the CD-loaded graphics could at least give the proceedings some visual dignity. Unfortunately, with Boss deprived of the multi-megabyte storage that pre-rendering requires, *Knife Edge*'s murky graphics and misty polygons give the impression that your missions are based on Planet Mud. The bosses – which pop up in the middle and at the end of levels – are usually nice and large, but their attacks are dull and nothing surprising ever happens – it's as if *Lylat Wars* never existed.

Knife Edge isn't unplayably bad or unfairly hard – it's just boring. Lots of relentless shooting at aliens that can barely be bothered to turn up for the fight. Next please…

JAMES ASHTON

4 VISUALS
Boring.

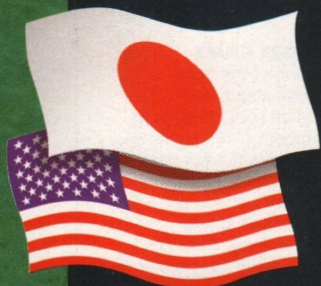
3 SOUNDS
Very dull. Inept in places.

3 MASTERY
A gun would have helped. As it is, this is the lowest common gaming denominator.

5 LIFESPAN
Your heart will stop beating before you finish it. This is not, necessarily, a good thing.

VERDICT
I've forgotten it already. Thankfully.

42%



The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 We previewed *South Park* in the last issue.

SOUTH PARK

South Park			
ACCLAIM			
US: Out now	128M	1-4	
UK: Jan	Controller Pak 2 PAGES	~~Cartridge back-up~~	Rumble Pak
$60 (approx £40)			

This game wants to clone you a new 'ass' hole. Just bear that in mind, folks.

Howdy ho – it's time for some serious *South Park* action. Running on a stripped down version of the *Turok 2* engine, the game is probably the closest any of us will ever get to actually starring in an episode of the cartoon (short of getting extensive plastic surgery and turning into David Hasselhoff).

The one-player game is divided into six episodes, connected by a central plot involving the civilisation-threatening approach of a comet. The comet's presence causes all manner of strange happenings in and around the town, and the only people who can save the day are Stan, Kyle, Cartman and Kenny. The four characters use their specialist skills to team up and fight off the deadly Braveheart turkeys, kill Skuzzlebutt, and thwart the plans of the Little Grey Men you'll find experimenting on Cartman's mother.

And in addition to all that, there are hundreds of specially recorded sound samples, just about every major character who's ever appeared in the TV show, and a multiplayer deathmatch mode. It all sounds great – the question is, will it keep anyone but the most avid *South Park* fan happy for more than a few days?

GO! GO!



Meet some friends of mine

Time for a whistle stop tour of South Park. Pay attention at the back.

Snowballs



The frozen wastes of South Park ensure an unlimited supply of snowballs. For a more powerful shot, the kids can throw yellow snow.

Mr Hankey



As Kyle is fond of reminding us, Christmas Poo kicks ass. Scoop up Mr H, and with a chirpy "Howdy ho," he'll shield you from harm.

Turkeys



Unwilling to have their necks wrung by Santa, the South Park turkeys are on the rampage, avenging Yuletide massacres gone by.

Clone



We haven't got a clue why his head is that size, but it's a very tempting target. Imagine using the sniper chicken on that...

Cow Launcher



A most unsavoury way to die – in multiplayer mode, the last thing the victim ever sees is the inside of a cow's backside. Beefy!

Rabbit



Is he a good rabbit, à la Mario 64? Or is he pure unadulterated evil? Kill him anyway, and you'll earn yourself a bonus point later.

Alien Abductions



There's something strange about the cows in South Park. This picture proves that they must be in league with the Little Grey Men.

Cheesy Poofs



Cartman's favourite snack. With all-powerful healing properties, and guaranteed not to contain a single atom of real cheese.

Cartman

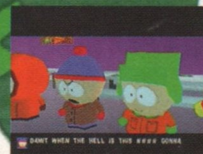


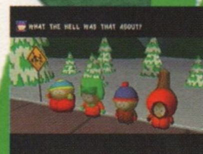
Hey! I'm supposed to be on your side. Come on, cut it out – stop looking at me like that. Get away from me with that snowball bleep*!*

IN-JOKES

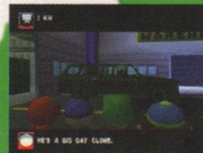
The whole gory story is told in the between-level cinema sequences, which are far better drawn and animated than the cartoon series. Don't expect any Kevin Smith-style snatches of brilliantly observed slacker humour – it's only South Park, after all. *Do* expect to see all your favourite characters from the cartoon, doing what they do best – so listen out for Terrance and Phillip, stay off the sauce, go for a good 40-yarder with Ike, carry some wet wipes if you're going to talk to Wendy, and pay heed to Chef if you ever want to score.

If you're not a South Park fan, none of the above will have made any sense at all. Sorry.







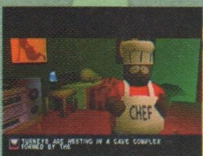






LOVE SHACK
The Shack o'Love is where you receive your briefing before each mission. It's just like *Turok 2*, except instead of the comely Adon, it's that hot sweating walrus of Lurve, Chef, who gives it to you straight. Look out for a succession of sleeping beauties lying exhausted in the background as Chef dishes out the juicy details of the forthcoming battles. And just in case his baritone voice rattles your TV speakers to destruction, you can view subtitles instead.





Robo hunter

When the robots get disobedient, it's time to break out the serious weaponry. Heavy stuff.



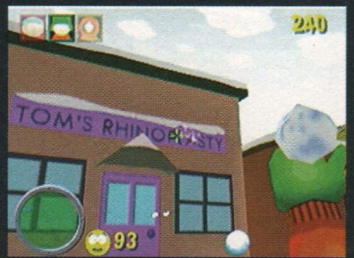
Shoot!
These armoured mommas could squish a kid like you for breakfast. Or something. Whip out your robo-teaching implement o'doom.



Blow!
He's outta here! But don't waste time admiring the pyrotechnics – he's got plenty of friends to avenge his death.



Hard!
When ordinary snowballs just ping off a robot's hide, it's time to introduce the rock hard Super Sniper Chicken. Oh yes it is.



△ However much you'd like to look inside the building, you simply can't.



Mr Hankey ▷ alone won't save Kenny. Throw that dodgeball!



△ Chef is inside, entertaining a young lady friend. Oh yeah.

▽ You came in peace, but you're leaving in pieces, alien funster.



Sniper Chicken

GoldenEye has got a lot to answer for. Take a good look at *South Park*'s answer to the sniper rifle – up close and personal.



Sniff!
Stan's keen nose for extraterrestrial intelligence has sniffed out a ripe one. In the misty distance, something lurks.



Think!
Thinking quickly, the plucky lad whips out a Sniper Chicken, points its egg-laying end alienwards, and begins to squeeze.



Zoom!
The power of the chicken's dirty bits gives a close up view. It's aliens alright, and they're after Cartman's fat old backside.



Egg!
Time to eat justice, South Park-style. Stan squeezes harder. Somebody's gonna get hurt... Pwaa-kaaark! Have that!

And in truth, it's a tricky one. Most South Park fans will probably rush out and buy this the moment it's released, and in many ways, *South Park* the N64 game is a fine accompaniment to the cartoons. All the characters and fantastic sampled speech, especially in the deathmatch mode. You'll recognise the locations, you'll appreciate the humour, you'll show the intro sequence to all your friends.

But chances are that what you *won't* want to do is come back to it once, after a day or two, you've seen everything *South Park* has to offer. And that's not much. Once the novelty has worn off you'll find yourself wandering around a game that has the words 'rush job' and 'cash in' written all over it.

It's a shame, because *South Park* creates an excellent first impression. The simplistic untextured graphics allow the N64 to shift large numbers of enemies without slowing down, so the game's designers have been able to include unlimited spawning enemies as well as larger 'tank' characters such as the green-eyed boss turkey. They've also left *Turok 2*'s Expansion pak hi-res mode in there too, making the little touches, like Kenny's unfortunate mishap with the Iguana mascot, look even more painful. Cinematic cut scenes tell the story between episodes, and you wouldn't believe how much speech the programmers have managed to squeeze into the cart – around 64Mbit-worth, which, when you take into account the fact that *NFL Quarterback Club 99* used the same compression system to pack some 30 minutes of speech into a smaller space, adds up to a *lot* of swearing. The whole intro sequence from the cartoon series is included, along with hundreds of new lines which the characters come out with throughout the game.





Fart!

We had to squeeze this one in. See there – in Kyle's right hand. That's a genuine explosive T&P Fart Doll.

The game's *Turok 2* roots are barely disguised. For starters, the weaponry is almost exactly the same – the cow launcher is the cerebral bore with different effects, the sniper chicken is the plasma rifle, the toilet plunger is the bow. Even the character movement, the 'feel' of the cut scenes and the control system are the same. Unfortunately the graphics are vastly inferior. Emulating the visual style of the cartoons doesn't require anything more complicated than a few basic objects, but the game is ruinously plagued with dense fog. Indeed, it would be almost impossible to find your way around the levels if it wasn't for the fact that the game is totally linear in design.

The first episode sets the pattern which the rest follow. You walk around for a while, throw snowballs at some turkeys, and then move on to the next section when you've killed enough. By the time the boss shows up, the formula is becoming tedious. And then, when the boss has finally been snowballed to death, the next episode proves to be identical, except with mutant clones instead of turkeys. The game only begins to get exciting towards the end of the third episode (aliens instead of turkeys and clones), when the sniper chicken puts in an appearance and the kids visit the excellent alien mothership.

We've got plenty of other gripes with *South Park* – not least the inability to actually enter any of the buildings like Tom's Rhinoplasty, the bland multiplayer game, and the lack of any other characters to interact with apart from the four kids – but for some reason we played it non-stop for a day and a half and had some good laughs. Of course it's as basic as it gets, and we don't imagine we'll be playing it all that much in the future.

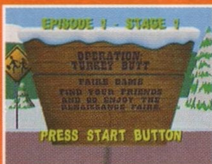
You can probably add another 10% to our final score if you can recite all the South Park scripts, and you've got all the videos, dolls, T-shirts, screen savers and assorted tat. A nice addition to your South Park collection, but as an N64 game, it's all a bit of a disappointment.

MARTIN KITTS

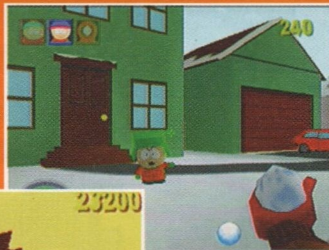


Smiling faces

How it works. It doesn't take a brain surgeon to work it out.



2 Your first task is to find your friends. Round them up pronto, or else you won't be able to use the more powerful weapons you find.



1 The game is divided into six episodes, each consisting of several smaller levels connected by a common theme – turkeys, cows, robots etc.



3 The smaller enemies are spawned from 'tanks' – big hefty semi-boss things. You've got to kill all the tanks before they reach the town.

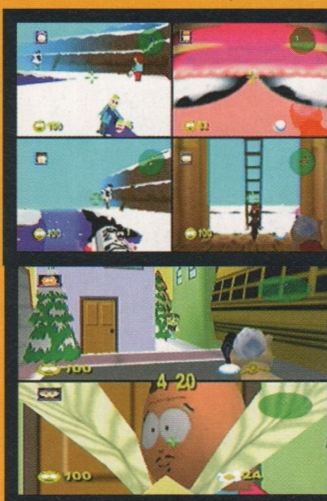


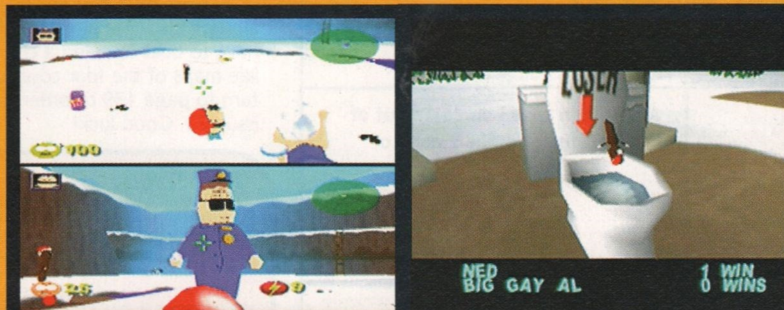
4 Move on to the next level until you meet the boss. Kill him and beat a simple bonus game. Episode over. And that's all there is to it.

Ooh, hurt me baby



The multiplayer mode is where we expected to find the best laughs in South Park, but to tell the truth, it's a little disappointing. When you consider the excellence of Turok 2's deathmatches, South Park is slow and dull in comparison. The weapons are too weak, the graphics are indistinct (even in hi-res mode), and the only thing that makes it genuinely replayable is the speech. Each of the 20 characters has its own set of taunts and catchphrases, ranging from Mephisto's "I'm going to clone you a new asshole," to Terrance's "I fart on your grave". Which is nice, but great sound doesn't make for classic gameplay. It's all very predictable. We tried hard to like it, we really did, but four-player South Park just doesn't cut it. With two players it's faster and a bit more enjoyable, but it never even approaches the standard set by Turok 2.





We'll be reviewing the PAL version of South Park, and we'll let you know about any cool new uses we find for Mr Hankey & co. Just try and stop us.



POTTY MOUTH

As you're no doubt aware, *South Park* is the first N64 game to feature a good dose of swearing. It's done in exactly the same way as it is on TV, so all the juiciest lines have a liberal sprinkling of bleep-outs. Of course you can still tell exactly what they're saying, especially if you know a few of the catchphrases. To get Cartman and friends to turn the air extra blue, try throwing a few snowballs at the kids before you pick them up at the start of an episode. Now that's quality swearage!



6 VISUALS

A disgraceful amount of fogging considering the simplistic nature of the graphics.

9 SOUNDS

South Park's redeeming feature. The speech is often hilarious, and there's plenty of it.

5 MASTERY

Taking a great game engine and sticking some very basic graphics in it is far from masterful.

6 LIFESPAN

It's an all too brief experience, and the multiplayer mode is way below par.

VERDICT

It isn't bad, but you'll only really enjoy *South Park* if you're a devoted fan of the cartoon series.

73%

1998 N64 Magazine Awards

Your vote counts!

Once again, N64 Magazine prepares to honour the N64's best games, and this time we want you to do the voting for us.

The N64's March 2nd birthday is fast-approaching and we'll be celebrating again with our second-annual N64 Magazine Awards. This time, though, we want you to do the voting for us.

All you have to do is choose your five favourite games of 1998, complete the slip below and send it to us. The only thing to remember is that the games you choose must have been released sometime in 1998 – games like *GoldenEye* or *Diddy Kong Racing* aren't eligible, but *Banjo-Kazooie*, *ISS '98* and *WWF Warzone* are. If you're not sure when a game was first released, check in the Directory to see when we first reviewed it – anything past issue 11 is okay.

We'll be reprinting the form in the next couple of issues in case you're not quite ready to vote yet, but if you've already made up your mind fill out the form and post it off. We look forward to counting your vote.

Vote and win

As if the thrill of contributing to Britain's biggest and most important games vote wasn't enough, the first five voting slips pulled from the jumbo storage crate we store them in will WIN a game of their choice. Make sure you say on your form which cart you fancy.

Hello there!

These are the five games released in 1998 that I've most enjoyed playing.

Best game
2nd
3rd
4th
5th

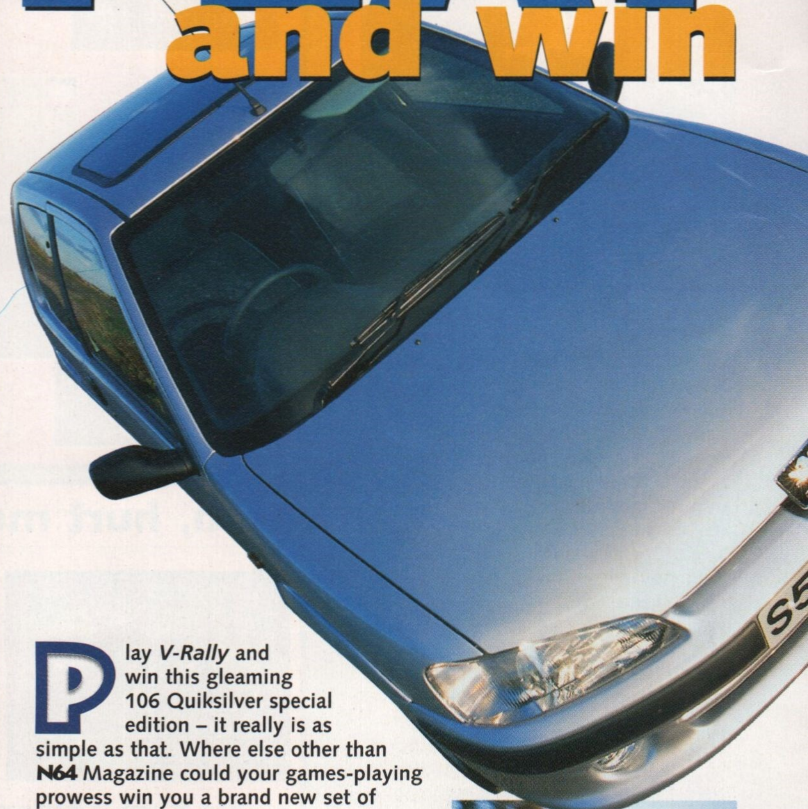
My prediction for the best game of 1999 is.....

And just in case I do come out of the 'hat' first, I'd like a copy of

Name ....
Address ....
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Postcode ....

Send to: Reader Awards, N64 Magazine, 30 Monmouth St, Bath BA1 2BW.
If you don't want to cut up your magazine, send a photocopy instead.

PLAY and win



Play *V-Rally* and win this gleaming 106 Quiksilver special edition – it really is as simple as that. Where else other than N64 Magazine could your games-playing prowess win you a brand new set of wheels?

Get hold of a copy of *V-Rally 99* (rent it or buy it and use the voucher on page 28 to get £5 off) and practice the Arcade 1 race option. When you think you're good enough, video record all four of the stages that go to make up the event, and post the tape off to us. If your total time for all four courses is the quickest, you can pop along to Bath to pick up your new car.

There are a few tips on these pages, along with some times we think you'll have to beat to stand a chance. If you'd like maps of the four courses in Arcade 1, turn to page 139 to order a back copy of issue 23. Good luck!





The Rules

- The fastest Arcade 1 time will win the competition. This time is the total time of the four races that make up Arcade 1
- No game cheats may be used. This includes the use of Action Replay cartridges, or any other device, or any other functions not normally available in the game. 'Extra Cars' are allowed.
- All entries must be video recorded over all four stages and arrive at the office by the 15th February 1999. Pictures of the time screen or incomplete recording of any of the four stages will not be accepted.
- The competition is only open to UK residents using PAL N64s and copies of *V-Rally*.
- No cash alternative to the Peugeot 106 Quiksilver is available.
- The prizewinner is responsible for their own insurance of the car and must either have a valid driving licence or nominate a third party with a licence to take possession of the car. Possession of the car will only be signed to the prizewinner, or other third-party nominated by the prizewinner, by **N64** Magazine when proof of driving licence and insurance is provided. The winner is responsible for collecting the car from the offices of Future Publishing.
- In the case of a tie-break, the winner will be decided by lottery.
- The editor's decision on the validity of any entry is final.
- No employees of Future Publishing or Infogrames are eligible to enter.

V-RALLY this £10,000 car

There's still plenty of time to enter our biggest competition, yet. Get rallying!

WIN!

COMPETITION TIMETABLE

Here's how the competition will work, datewise.

- **28th January:** **N64** issue 25 publishes the best times we've received up until then.
- **15th February:** Final closing date for all entries.
- **25th March:** **N64** issue 27 prints the final results of the competition, car keys handed over to Britain's *V-Rally* champion.

HOW TO ENTER

You'll have to prove your best time to us, but that's not too difficult. This is your chance to use your gaming ability to get yourself some brand new wheels.

1) Get hold of a copy of *V-Rally 99*. Use the voucher on page 28 to save yourself £5 off the full price if you opt to buy it. You could also hire it from shops such as Blockbuster

2) Practice the Arcade 1 race. Use the tips here and in issue 23 to get your fastest time.

3) Hook up your N64 to the back of your video recorder and start recording.

4) Achieve your best time on Arcade 1 while the video's recording.

5) Re-wind your tape to the start of your recording (so we can easily check your time) and then post your tape to us (include a stamped addressed envelope if you'd like it back). Get it to the **N64** office by the 15th February 1999.

6) Wait for the 25th March. If your time is the fastest, you win the car.

TIMES TO BEAT

INDONESIA SS4
Gear ratio: MEDIUM
Suspension: SOFT
Suggested time to beat: 4:13:88

CORSICA SS4
Gear ratio: LONG
Suspension: HARD
Suggested time to beat: 3:15:64

SPAIN SS4
Gear ratio: MEDIUM
Suspension: HARD
Suggested time to beat: 3:43:04

SAFARI SS4
Gear ratio: SHORT
Suspension: SOFT
Suggested time to beat: 3:53:20

Suggested total time to beat: 15:32:32

QUICK TIP SECRET CARS

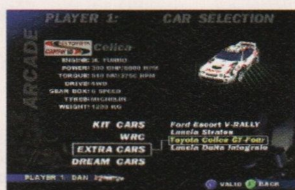
We think the fastest times will come from people who've used the game's secret cars. To earn the cars, you'll have to perform a specific task in the game.

V-Rally Ford Escort

To drive around in the game's first secret car you'll need to finish the first Arcade level.



Toyota Celica GT-Four



One of our favourite cars in the office. To get it you must break each country's rally mode times on World and Expert mode.

Lancia Stratos

Difficult, to say the least, but worth the effort. You need to set a new Time Trial record for EVERY TRACK, including the Expert courses.



Lancia Delta Integrale



If you want to drive the Lancia Delta you need to break the records for every track featured in Arcade mode.

The N64 V-RALLY 99 Championship



Hello! I hereby enter the *V-Rally* Championship with the following time:

I promise that my time was:

- ☐ *Achieved with the PAL edition of V-Rally on a PAL machine.*
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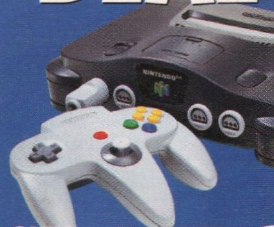
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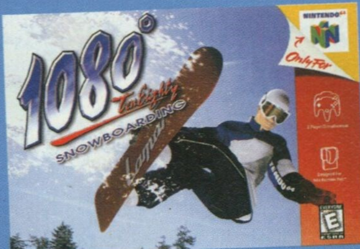
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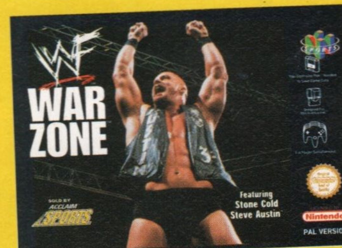
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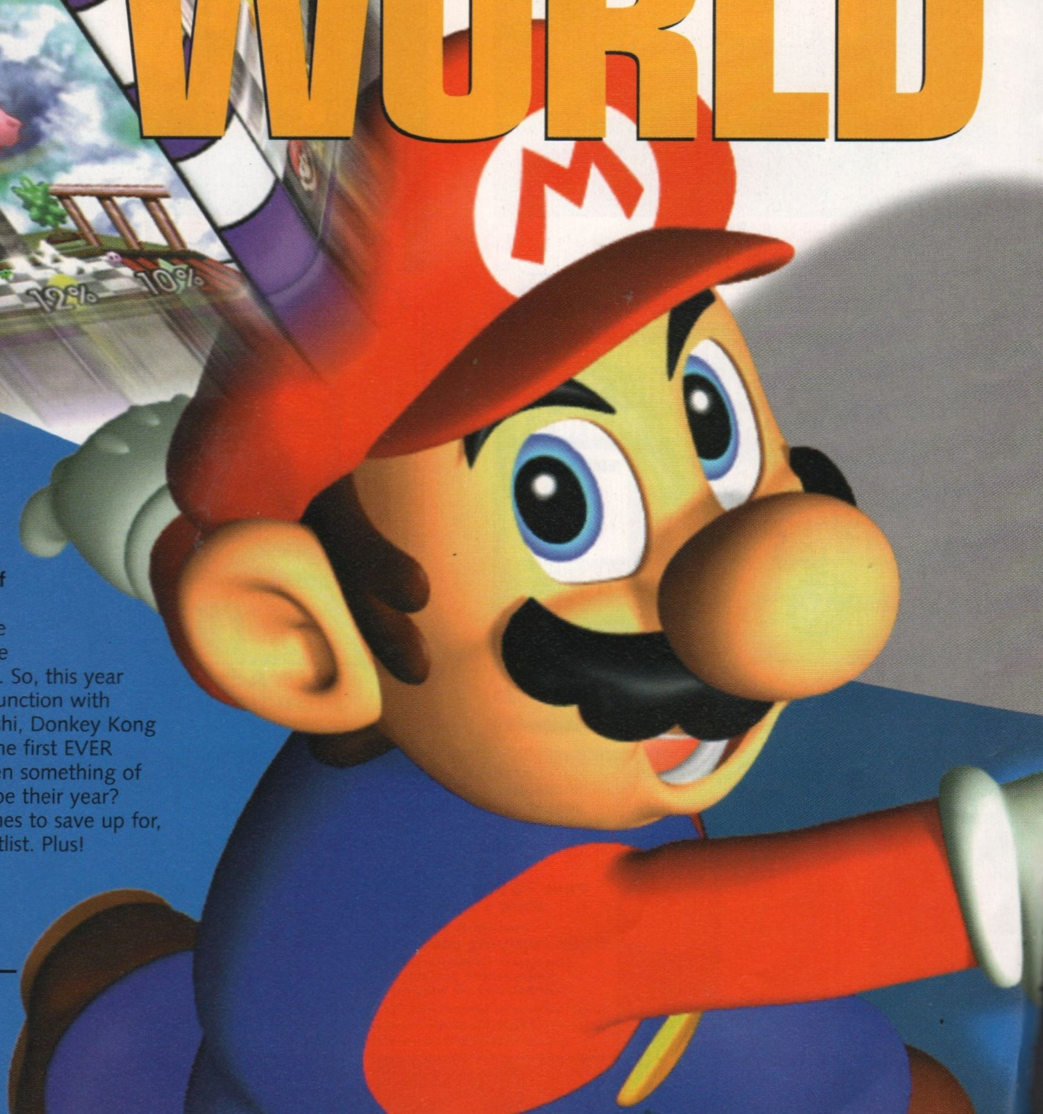
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BRAVE NEW MARIO WORLD

The biggest guide to 1999! Plus all-new shots of two dazzling Mario games...





The last half of 1998 was always going to be Nintendo's. A smidgen of *Turok*, a sprinkling of *F1 World GP*, a scattering of *F-Zero X* and a quart of *Body Harvest* (as well as countless other fun-stashed games) were enough to splash N64 all over the charts and give Sony's PlayStation a right royal run for its money. But, if you thought that was good...

1999 is promising to be even better. If there was one thing missing from last year's otherwise-highly-impressive 64-bit entourage it was a Mario game. Any Mario game. So, this year you'll get four: one, a strange board game made in conjunction with Hudson, the second, a beat-'em-up featuring Mario, Yoshi, Donkey Kong and all the rest of the gang – both of which we've got the first EVER pictures of – and, the other two, Mario games we've seen something of before: *Super Mario 64 2* and *Mario RPG 2*. Could this be their year?

Additionally, there're countless other non-Mario games to save up for, ten of which we've shoehorned into an at-a-glance shortlist. Plus! We round up the rumours and whispers that could spell 1999-style surprises. *Turok 3*? *Contra 64*? *Ghouls and Ghosts*? Read on...

The background story to *Mario Party* is... a bit wet, so we'll spare you the details and jump right into the thick of things.

There are six playable characters in *Party* – Mario, Wario, Princess Peach, Donkey Kong, Luigi and the loveable Yoshi – whom, as tokens, you move around each board map. The idea is to collect stars and to obtain those stars you must collect – yes! – coins. 20 to be precise. These stars basically increase your power and contribute to your success (or failure) at the main objective on each board. In a nutshell, then, players take their turn at a roulette wheel to decide how many squares to move and, at the end of the game, you do a quick tally of the stars to determine the winner.

There are six different boards, or stages, each with a unique topography and each presenting different challenges. Hidden away somewhere is a secret bonus board map, too. As you move, you take part in mini games (of which there are more than 50), normally occurring after each round. There's also special squares too where you might miss a go, or disrupt your opponent's progress. During play, other Mario-characters, like Koopa, may turn up, nicking your coins, or stealing stars from other players to give to you. Koopa, then, tries to level the playing field. Oh, and there're two and four-player games as well...



Yoshi moves around the Princess's Cake board, looking for mini games.



Oooh, badly done. This particular point of the board spells trouble. Yep.

MARIO PARTY

It's a star-studded Nintendo board game and it's almost here...

Mario Party	
NINTENDO/HUDSON	
December 18th	1
UK release: TBA	



SUPER MARIO RPG 2

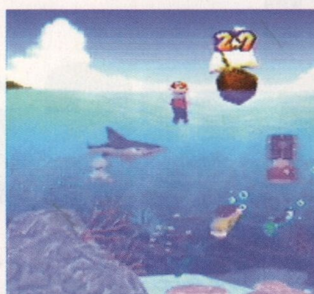
Things have gone worryingly quiet concerning this follow-up to the fantastic – but simple – Square/ Nintendo SNES effort. In May '98, it was reportedly "close to being finished" and, yet, here we are, nearly nine months later, with nary a whisper of whether it's on, off or even about.

Originally pencilled in for the 64DD, *Super Mario 64 2* is a strange one: the characters are all 2D and yet the backgrounds are entirely 3D, giving the game a bizarre *PaRappa the Rappa*-style look.



Miyamoto believes this gives the game the necessary 'young' feel, which developers Intelligent Systems are aiming for. So, those expecting another seriously challenging *Zelda* can think again. *Super Mario RPG 2* is aimed firmly at your younger sibling. Either way, you can rest assured it'll have a fair sprinkling of that Nintendo magic dust.







Yoshi telling the rest of the gang about the all-night party he's just got back from.



Kill the Bowsers to make progress across the board. Four-player shenanigans here, as well. Nicely.

IF YOU WISH UPON A STAR

In order to collect up those stars, you need to achieve certain things on certain boards. Each board has a central goal and, once you've cracked it, you get something glittery...

MARIO'S RAINBOW CASTLE



A stage in the sky. The task is to create a beautiful rainbow.

YOSHI'S TROPICAL ISLAND



Here the objective is to help reunite two Yoshis.

LUIGI'S ENGINE ROOM



Your mission is to repair the broken engine.

DONKEY KONG'S JUNGLE ADVENTURE



Set amongst ruins in a jungle. Hide and find secret treasures.

PEACH'S BIRTHDAY CAKE



The aim is to make as delicious a cake as possible.

WARIO'S BATTLE CANYON



Use the Star power to stop the black bomb people fighting.

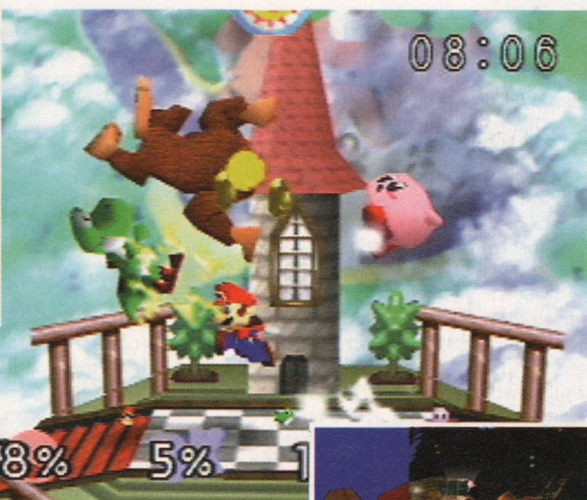




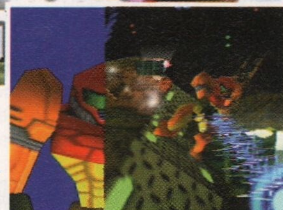
GO! GO!







Four-player simultaneous battling. Quite how it works, we don't know.



Samus's opening intro sequence. Eat my blue laser death, beast o' wrath!

ALL STAR DAIRANTOU SMASH BROTHERS

It's a Nintendo beat-'em-up. Thought that might get your attention...









Smash Bros	
NINTENDO	
Autumn 99	1-4
UK release: Winter '99	

Right at the beginning of the N64's life, whispers of a beat-'em-up involving all our favourite fluffy-faced characters from the Nintendo universe started doing the rounds. It was a serious *Tekken*-beater. No, honest. Or maybe *Mario Kart* with fists. Maybe.

And it's turned out the rumours were true. This month Nintendo announced the existence of *All Star DaiRanTou Smash Brothers*, or *Smash Brothers* for short, a cutesy beat-'em up that, whilst unlikely to silence those looking for some Namco-style brilliance on the N64, shows that Nintendo will be busy next year.

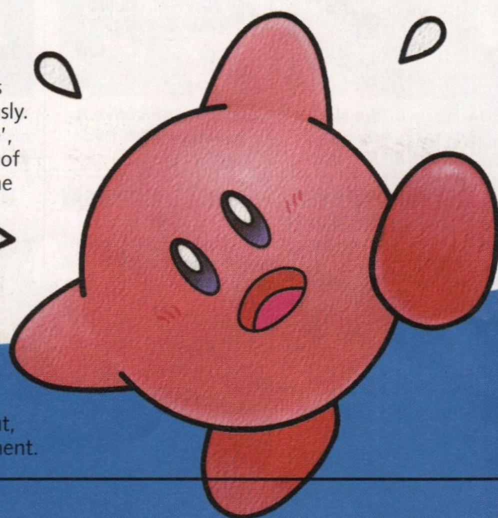
Smash Brothers features eight playable characters (so far): Mario, Donkey Kong, Link, Samus (the central character in *Metroid*), Yoshi, Kirby, Fox McCloud and Pikachu. Each character sports a different set of positives and negatives: Mario, as always, is the all-round fighter; Donkey Kong has great power and, strangely, speed; Link has powerful weapon attacks in the shape of a sword, bomb and boomerang; Samus has long distance and air attacks and is capable of nimble, quick moves; Yoshi has the ability to flash about his very high jumps and can grab hold of enemies with his tongue and then turn them into eggs(!); Kirby mimics his opponents' attacks and can also fly for a short time; Fox has speed by the bundle and can also whip out his blaster to gun other characters down; and, finally, Pikachu is super-quick and inflicts damage with a feisty electricity attack.

Most surprising is the fact that there's a four-player simultaneous battle mode, where the screen splits into quarters. Quite how this works remains hush-hush. However, from the looks of things, the structure seems quite similar to *Fighters Destiny* in the sense that fights appear to be points-based, at least in battle mode. For example, the amount of strikes you manage are tallied up against the amount of falls you concede and then, at the end of a sweat-addled bout, are weighed up against your opponents. The winner is the player with the best strike-to-fall ratio. Obviously.

In a second battle mode, labelled 'Stock Mode', there's no points fighting, just a percentage meter of 300% which gets chipped away as you fight. In the event of a draw, there's a sudden death tournament but how this works with four players is unclear.

The eight, character-specific arenas are littered with pick-ups; you can throw little Bob-Ombs, and then watch with fire-fixated pleasure as they turn arena furniture into molten fireballs.

Smash Brothers has no fixed release date and already there's been some doubts as to whether Yoshi should really be twotting Mario's head in. But, regardless, it's going to be an interesting development.



PLAY AREA

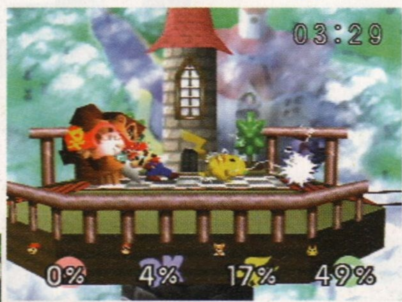
Only three battle arenas have been revealed so far: Mario's stage, set around the roof of Peach's castle; Donkey Kong's tree-infested Congo jungle area and Pikachu's arena set on top of some skyscrapers, complete with moving platforms, and entitled Yamabuki City.

Fists are raised in multi-levelled 3D arenas, and characters can move from level to level at will. Though, we'd imagine, only when your opponent shuffles towards you can you move about, as the sides of the screen restrict your movement like normal fighting games.

However, if a character falls off the side of a platform, they only have a limited amount of time from which to clamber back up, or it's Goodnight Vienna. Harsh but fair, no?



△ *Mmm, yes. The explosions need a bit of work, but this looks like being great fun.*



△ *The Castle. Bit higher up here, though. Gulp.*



△ *Ooof. The big, bad ape is currently winning this bout of hurt. And poor old Kirby's getting it.*





CANDY BOSS

So, you've worked your way through to the final of *Smash Brothers*. You've beaten Yoshi's face to a bloody pulp, you've hammered Peach's big, wide eyes until they water, and you've ripped every hair from Fox's face one... by... one. So, which boss do you face off against? And, more importantly, which secret Nintendo characters might you get to play as?

We reckon...

Well, it wouldn't take a genius to surmise that The Spiked One – i.e. Bowser – would crop up somewhere along the line. In fact, if he didn't turn up, slow of foot and foul of breath, we'd be disappointed. The real question is, who are the other "bosses" Nintendo have hinted at? Andross? Captain K. Rool of *DKC* fame? Mother Brain from *Metroid*? Gannondorf? Or, perhaps, Wario? And who might be the secret playable characters? Wil reckons (sigh) Kid Icarus, but the rest of the **N64** team have doubts. Instead, we'll wager that one of them's Luigi.

You reckon...

What do you think? Which fave from the Nintendo universe is going to be given a runout as a secret star of the *Smash Brothers* show? And what bosses do you think will appear? Do you even *want* to see a Nintendo beat-'em-up? Write to us immediately with your thoughts!

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SUPER MARIO 64 2

We're not entirely sure if it's coming this year but Nintendo's release schedule is hardly swamped with other possibilities, is it? Nah. On the quiet, we quite fancy its chances.

Especially as Shigeru Miyamoto – the man behind the original *Mario* and most of Nintendo's N64 games thus far – recently confirmed to a Japanese games magazine that the *Super Mario* sequel was "coming along" and that him and his vast team of code boffins had "Mario and Luigi up and running" in a two-player mode. Which points towards the fact that, now he's finished his work on *Zelda 64*, his attention may well swing to his second big, big project. One thing's for sure, as soon as he even *mentions* the game, **N64** will be there...

GO! GO!

There're stacks of games coming out for the N64 next year but some are definitely a tad more exciting than others. This, then, is N64's top ten games for 1999...

TEN AT WORK

1 PERFECT DARK

Trying to find out new information about 1999's biggest game is a job that *Perfect Dark*'s super-stealthy Joanna might even find tricky. Rare, as always, are keeping schtum as if their lives depended on it (which, possibly, they do) but, even so, we've got *something*.

New for this month, confirmation of three of the levels! The level previously labelled 'Bunker' is actually 'Area 51', which confirms that it's somehow tied into the lab sections and the areas of the game where the little Roswell aliens hammer it about with big AK47s. Also, the 'Japan' levels are actually Chinatown in San Francisco, while 'Shipwreck I' and 'Shipwreck II' are actually different parts of the same setting which, as you might remember, was a crashed spaceship, embedded at the bottom of the ocean. Rare called them both the 'Alien Ship' and had, a while back, told **N64** that two of the environment's missions were called 'Deep Sea' and 'Marine'. Then, unfortunately, Rare puckered up. Still, it's something.



For those – shock! – unsure of where *Perfect Dark* fits in, let us explain: it's the sequel to *GoldenEye* and *that's* why we're all so excited. However, *Perfect Dark* isn't a Bond game. Instead, it places players into the slimline shape of secret agent Joanna Dark who has the job of investigating DataDyne, a dark and nasty conglomerate rumoured to be dealing in aliens. This premise sets the game up nicely for a smidgen of extra-terrestrials, lashings of guns, stylised future-set levels and a chance to right *GoldenEye*'s very few wrongs. Mmm.

Oh, and one more new fact this month... when you shoot the Roswell aliens, they spray blood all over the shop. Rare in blood shocker?! Yep, but don't hold out too much hope of the same sort of treatment being meted out to human enemies. This *is* a Nintendo game, after all. We'll be carrying more on *Perfect Dark* over the coming months. Keep 'em peeled...

2 BANJO-TOOIE

Had some trouble with Wozza's cave in Freezeezy Peak, have you? That door in Gobi's Valley just *won't* open, eh? Consistently failed to get across to the just-out-of-reach Sharkbait Island? Not through lack of trying, we'd wager. This, then, is why: Rare don't *want* you to. Or, at least, they *do*, but not until *Banjo-Tooie* is nestling nicely in your games collection. See, you can't do one without the other. So, you can't access all of the above until you've got Banjo-Tooie. And, equally, you can't access parts of *Banjo-Tooie* without going back to *Banjo-Kazooie*. Quite how will become clear in time. Time of Arrival: Christmas '99.

3 DONKEY KONG 64

As Rare themselves admit, "there's going to be some release date congestion next year" suggesting that *Donkey Kong 64* – speculative title, that – is definitely on course for a release, perhaps in the summer. Details aren't so much scarce, more non-existent but expect something similar to *Banjo* and *Conker 64*. We'd, er, imagine. More news as it comes.

4 JET FORCE GEMINI

Body Harvest with eye-yanking visuals, *Jet Force Gemini* is pure Rare-touched magic: bugs, guns, blood, platforms, explosions, a two-player co-operative, four-player dog fights and a mortal enemy called (snigger) Mizar. Throw in some jaw-pummelling cut scenes, three playable characters (including a dog called Lupus) and you've got something a bit special.



5 SHADOW MAN



With Iguana US confirming their position as the N64's most talented third-party developer, the UK branch does its best to keep things ticking over nicely with the dark and disturbing *Shadowman*. A tale of serial killers, voodoo, death and headless corpses, the game's content has, apparently, been given the thumbs up by Nintendo. Even the nudity. A winner, this.

6 TWELVE TALES: CONKER 64



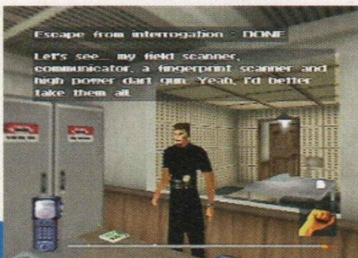
Rare's *Mr Nutz* 3D is tentatively pencilled in for the first three months of the year, which should be enough to keep that ridiculous smile on Conker's face. Freak. The game itself is much like *Banjo*'s 3D platform-leapage except with the addition of two and four-player options, including a deathmatch where players lob nuts at each other. Sounds odd. But good.

7 HYBRID HEAVEN



It's an RPG, it's an action game, it's a 3D adventure, it's a bit of everything. Ironically, *Hybrid Heaven is* a bit of a hybrid. Its menu-driven battle system combines RPG and action game in equal measures whilst its environments have all the free-flowing freedom of *Mario*. It was game of the show at '97's E3 without even being playable. Yep, it's *that* good.

8 MISSION: IMPOSSIBLE 2



To tie in with the Cruise-heavy celluloid sequel in the offing later in the year, Infogrames plan to put right what was very, very wrong with the first *Mission*. And they've started on the right track, using the engine from their astonishing PC game, *Outcast*, as the basis for the game. Otherwise, information is sparse. Expect more details as the film gets closer. Wink.

9 CASTLE VANIA 64



Horror gets a good runout this spring in the shape of the N64's first *Castlevania* game. Players take on the role of series stalwart Belmont – shaggy-haired vampire-hunting stake-wielder – whose job it is to dispatch the Prince of Darkness with a quick prod to the heart. Also: skeletons that come out the ground, werewolves, bats and orange moons. Handy!

10 DUKE NUKEM: ZERO HOUR

A bit of a dark horse, this. The first *Duke Nukem* game was good, if slightly dated, but this has been done entirely from scratch by Eurocom – and, as a result, bears no resemblance to the average PlayStation version. The environments are lush (and free from any fogging whatsoever), there's a fancy four-player battle and plenty of guns and gore. It'll be great!



THE BEST OF THE REST...

First up is *Star Wars: Rogue Squadron* in January, LucasArts' airborne space battler. The biggest, and most exciting, news is that it uses the 4Mb Expansion pak to polish off some already pretty impressive visuals. Only possible problem? A slight over-reliance on fogging.

From Nintendo themselves expect that skateboarding game using the *1080°* engine as well as – *juuuuust* possibly – an update of one of their SNES back catalogue: we're thinking *Metroid*, especially as central character Samus is now starring in *Smash Brothers*.

Could 1999 be Capcom's year on the N64? We're still hanging out for the version of *Ghouls and Ghosts* that was kicking around their Japanese HQ over THREE years ago, as well as a 3D *Street Fighter* game. The latter seems possible. As does a *Resident Evil*-style game. For now, though, we'll have to content ourselves with the frankly dull *Magical Tetris*. Yep.

What could the *Turok 2* team be working on, we wonder? A third Turok game? Unlikely, considering how long they took to finish the second game. We'd be waiting until the middle of 2001. Instead, look towards a completely new game. One thing's for certain, Acclaim won't just let them tinker with the inevitable updates of *NFL*, *All Star* and *NBA Jam*. Although, they might let them take to the football game planned for next year. In hi-res.

Talking of football, there's going to be a 1999 version of *ISS* as well as an N64 version of the scruffy-looking but utterly brilliant *Michael Owen's World League Soccer*. There's also going to be TWO *FIFA* games: one international and one Premier League-based.

Finally, after *Hybrid Heaven* and *Castlevania*, Konami will be turning their attention to *Contra 64*, an update of their superb SNES shooter. Or, at least, that's what we reckon...

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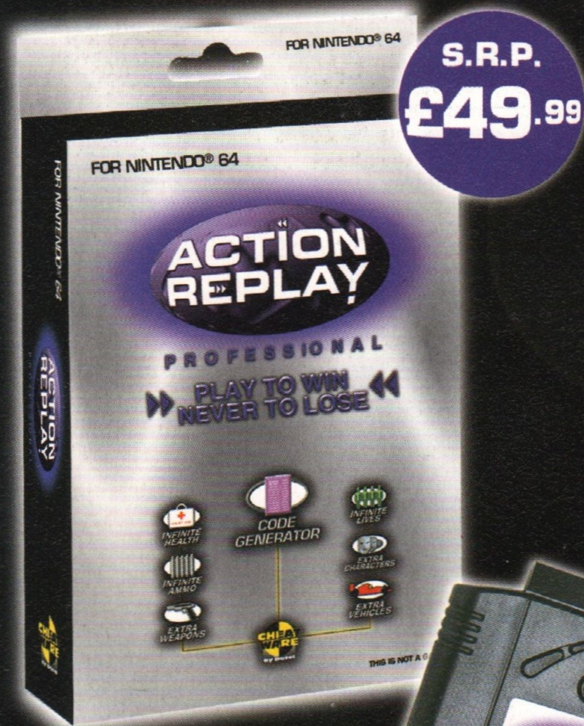
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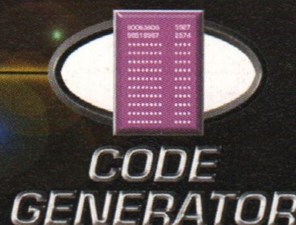
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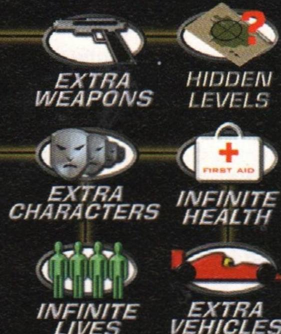


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Welcome to the brand new Club 64, N64 Magazine's total game service for all N64 owners.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS



Club 64

This month's top guide:

TUROK 2

Complete guide to the first four worlds. Find every single thing! 94



GO! GO!



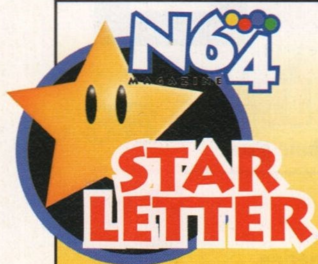
Club 64 MAILBOX

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n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!



Ideas, gripes, questions? We want to hear them all in Club 64. If you've got something to share with the World then write in right away.

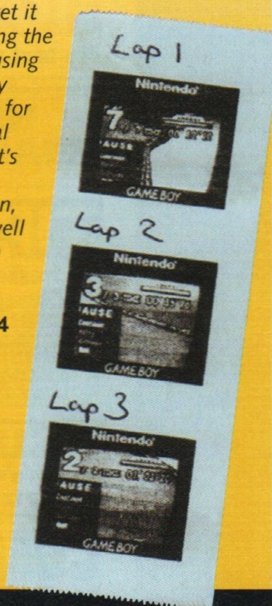


'This madness'

I think I may well have come across the most dangerous track on *F-Zero X*'s X Cup. The difficulty was set to Master and after 10 seconds there were only seven competitor cars left. By lap two there were only three and on the last lap just the two (including me). I've included some Game Boy Pocket Camera pictures of this madness.

The X Cup has to be the most ingenious gaming feat I've seen for years. I don't know how Nintendo did it, but it really shows why the N64 is so great.
Stuart Richards, Dorking

We agree – the random track generator at the end of F-Zero is a fantastic addition to an already brilliant game. Did you get it by finishing the game or using the sneaky cheat? As for your lethal course – it's the worst we've seen, you did well to stay on the track yourself. If any ***N64*** *readers come across anything tougher, write in and let us know.* **Ed**



Correction corner

Okay, so we made a few...

In your review of *WCW/NWO: Revenge* in issue 22, you called the wrestler Scott Hall, Stuart Hall. It even said it in the screenshot.
Daniel Beever, Meadowhead

Mark has a secret It's a Knockout obsession – every episode on video. He thinks we don't know. **Ed**

V-Rally has had three titles in your mag: *V-Rally 64*, *V-Rally 98* and *V-Rally 99*. Sort it out.
Robin Myers, by fax

Well it changed name three times. Not guilty, here. **Ed**

The backing card for issue 22 said you'd have *Turok 2* inside but there was nothing to be seen in the mag. Please get it right next time.
Tim Cooper, Hartley Wintney

The backing board has to be sent to the printers ages in advance and in the mean time Acclaim delayed Turok again. Sort of not our fault, you see. **Ed**

In I'm the Best, each game's time box has a picture of the game in the background. However, if you look closely at *GoldenEye*'s box in issue 22 you can clearly see a picture of *Starfox*. Explain!
Louis Meadows, Henbury

Wil was sure he'd get away with that. You've made him cry – I hope you're happy. **Ed**

'Heavier'

I've noticed that some of my N64 carts are heavier than others. *F-Zero*, for instance, weighs a tonne, but *Snowboard Kids* is really light. What's going on – do Nintendo use better quality innards for their own games?
Mickey Virdi, London

After a scientific investigation with Wil's kitchen scales and a correlation with the known memory capacities of the games in question (and whether they have on-board memory saves or not) we came up with these results.

Game	Weight	Mem.size	Cart save
Snowboard Kids	100g	64M	No
1080°	150g	96M	Yes
F-Zero X	150g	96M	Yes
F1 World GP	100g	96M	Yes
Mario Kart	125g	64M	Yes

So there you have it – it's all a bit mysterious really. Games with more memory should weigh more as they have more computer chips inside them. Likewise, games with on-board back-up should weigh more than those without. These theories are borne out by the results above but the real surprise is F1 at only 100g. We thought it was a 96M cart, and it has got on-board back-up so why is it so light? We'll continue our investigations... **Ed**



'Really exist'

While searching on the Internet, I came across a strange page which displayed codes for something called the Gameshark. The codes were supposed to let you do all sorts of interesting things in loads of different games. I've searched UK shops for a Gameshark but with no luck. Does it really exist?
Eddie Harvey, Glasgow

The Gameshark is the American trade name for Datel's Action Replay cheat cartridge – *turn to pages 12 and 108 for more details.* *Unfortunately, while the Gameshark is basically the same as an Action Replay, because it's designed to work with NTSC (American/Japanese) standard N64s, its codes can't always be used on British games.*

Don't worry, though, if you've got an Action Replay, you can get new codes from www.datel.co.uk. And if you haven't got Internet access, ***N64*** *Magazine prints the best of the new codes every month in Tips Extra.* **Ed**

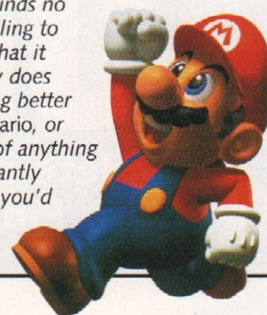
'A rule?'

I'm sure I'm not the only one who thinks that Rare has made possibly the best games so far on the N64. So why do Nintendo games always seem to get higher marks than theirs in **N64** Magazine? The results of the readers' vote last year clearly showed that *DKR* is better than *Mario Kart*.

One of the reasons you gave for *Banjo* not being as good as *Mario* was that too many of its ideas were copied from Nintendo's game. In reality, it's actually taken the ideas from *Mario* and *improved* on them.

When you gave *Turok 2* a higher score than *GoldenEye*, you said that Iguana had taken ideas from *GoldenEye* and made them better. Is there a rule you have that says Rare can't beat Nintendo?
Drew Russell, St Albans

Oh-oh controversy. Firstly, Banjo *vs* Mario. *We all love* Banjo *to bits at* ***N64*** *Magazine, but a quick show of hands finds no one willing to admit that it actually does anything better than Mario, or thinks of anything significantly new. If you'd been able*





to separate Banjo and Kazooie and control them individually to do different tasks, it might have been a closer contest with the plumber, but having them tied together is really only a clever way of disguising the fact that their combined moves are mostly the same as Mario's – wing cap/Kazooie's flying, metal Mario/wonderwing, double jump/Kazooie's flip flap jump. It's a great game – it wouldn't have got 92% otherwise – but Super Mario 64 is something special. Even the programmers at Rare would recognise that. We reckon.

There are no rules here at **N64** *when it comes to scoring. All we can do is give our honest opinion, and reserve the* **N64** *Star Game for really special games. We want to hear your opinions on games, though – write in to our reader reviews page and tell us how you see it.* **Ed**

'Outside bet'

In your Space World issue last year (Issue 11, January 1998) you had short previews of two games that were both scheduled for a March release date: *Bio Tetris* and *Kiratto Kaigetsu*. This last game in particular looked spiffing – you even tipped it as 'an outside bet for surprise hit of the year'. The follow-up story and reviews never arrived, though. What's happened to them?
Ben Daubney, Hungerford

It seems the N64 has a special talent for just losing games for enormous periods of time, even when they looked almost complete when we first saw them. Quite why Bio Tetris and Kiratto disappeared for so long is still a mystery to us, but you'll be able to read reviews of them in the next issue. **Ed**

'Coming out'

I was about to buy the brilliant *F1 World Grand Prix* when



something caught my eye in one of your adverts. It said that *F1 Racing 98* from Ubi Soft was coming out. On top of that, I've heard that Psygnosis will be converting their *F1 98*. As a result, I'm now wondering whether I should wait for these games to be reviewed before I decide whether to buy *F1* or not.
David Hartley

Fear not. Ubi Soft's game is an N64 version of their recent Monaco Grand Prix *and it won't be out for at least another three months (and none of us are prepared to bet that it'll be as good as* F1*). Psygnosis have confirmed that they WON'T be converting* F1 98 *which, judging by the mauling it got in the PlayStation mags, is a good thing all round. Get F1 – it's definitely your best bet.* **Ed**

'Lick me'

In response to your request in your *1080° Snowboarding* review, I can now exclusively reveal the lyrics to the game's theme song. They are:
"Lick me, lick me, cause I'm a freak. You can't lick me anymore. Hip, Hip, hip. Hip me yeah, yeah, oh. Today I'm going to ride downtown. Oh, oh, oh gotta lick me. Oh, Oh, Oh, today. Oh, oh, oh, gotta lick me. Oh, oh, oh cause I can ride. We can we can we can ride. We can we can we can hide. We can we can we can wind. We can we can we can die."
It's true. Weird, eh?
Richard Etches, Bacup

Hmmm. **Ed**

'Secret projects'

After writing to Rare, they kindly sent me back a very nice brochure explaining their origins and future plans. One page in particular caught my eye, where they talked about their newest games – *Banjo-Kazooie*, *Conker's Quest* and something I'd never heard of before, *RC Pro Am 64*. Is this one of the secret projects? Has it been shelved? Have you heard anything about it? And why haven't we?



Georoid Reidy, Tullamore

One of our agents obtained this brochure back in February and we almost announced RC Pro Am 64 (an update of one of Rare's extremely successful NES games) as a brand new Rare title. We checked with Rare before we went to press, luckily, and it turned out that this was the original name and concept for DKR before Diddy and his chums were roped in. Another scoop dashed. **Ed**

'Going on'

In issue 20, you promised you'd have a review of the new Jordan steering wheel in the next issue. It still hasn't appeared, what's going on?
R Foster, Sheffield

The Jordan wheel seems to have slipped into release date hell and we can't get hold of one to review. We've been promised one in time for next issue but that won't be before Christmas. Sorry. **Ed**

'A suggestion'

I have a suggestion for **N64** Magazine. Why don't you add your best times and scores at the end of a game's review. That way if there's a competition with the game in I'm the Best in later issues, we can see what we've got to aim for. You could also see if your times are really as bad as you think they are.
Christopher Parsons, Ware

Good idea. We'll give it a go from the next issue. **Ed**

DREAM ON

The column read by games designers everywhere

BLOOD SHED – LET BATTLE COMMENCE

Blood Shed is a beat-'em-up with a difference. Instead of rubbish weedy punches which kill your opponent when their energy's low, you can have an amazing alternative like this.

It's a bit like *Destruction Derby* – at the top of the screen you can see an icon of your body. When you take damage in any particular area, that area of the icon goes pink. Take further damage there and the icon goes red. Get completely whacked there and you have a broken arm which, obviously, you can't use for fighting.

Your fighter's reactions would correspond with damage taken. Hits would become weaker and reactions slower – a few whacks in the head would result in brain damage. A fun bit of realism.

In the one player mode, if you took damage in your first fight you'd start your next covered with bandages.
Anonymous – write in with your name

Well the N64 needs a new beat-'em-up, that's for sure and, like Fighters Destiny, it should definitely include some new and unusual features. We like the bandage idea, particularly. Mind you, if you took as much of a pasting as Tim does in fighting games, the final fight could see your character looking more like a Mummy than a hard-as-nails ruck merchant.

Send your ideas for games you want to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

GO! GO!

BONUS LETTERS

When I showed my Mum your review of *Turok 2*, she changed her mind and agreed to buy it for me. Thanks!
Tom Holmes, Kenilworth

That's what we're here for. **Ed**

Near Longleat in Hampshire, there's a Great Ashton, and a little further down the road is a Great Overton. What are the chances of that, eh?
Ben Daubney, Hungerford

Millions to one. **Ed**

Why don't any one-player adventures ever star female popsters like Billie?
Carl Spring, Swindon

I can think of some very good reasons. **Ed**

At the end of *Mission: Impossible* (on 'Impossible' difficulty setting) you get to meet all the game's programmers in the Russian embassy. Start punching them, and you can kick off a right royal rumble.
Ronnie Lane, Hornchurch

Remember, violence is golden. **Ed**

I've beaten your I'm the Best scores for *Mario*. The only problem is that I have no Game Boy or Game Boy camera to take pictures to prove it. Please could you send me one?
Aaron Butcher, Halsowen

Nice try. **Ed**

I like crashing in *F1 World Grand Prix* and have so far managed to lose three wheels in one go. Is it possible to lose all four?
Tom Pemberton, homeless

A full half hour of Ricard Rosset activity on *F1* failed to lose all four wheels. If anyone manages it, write in and let us know. **Ed**

I was reading an American games magazine and it had an article on *Perfect Dark*. They called it 'Rare Hero 3' which sounds a bit stupid to me.
James Leadley, Barnehurst

And to us. Perhaps they were confused. **Ed**

'Simple'

In issue 22's *F-Zero* review, you showed a picture on page 82 which you said was of the old SNES version of the game. It's quite clearly a picture of *F-Zero X*, though. How could you make such a simple mistake?
Stuart Wood, Normanton

I think you should re-read that caption, taking the one above it as the first part of the sentence. That's what those three dots mean, you see. **Ed**

'Shocked'

As regular readers of your magazine we were shocked to see the times you printed at the top of your *GoldenEye* I'm the Best leagues. We don't believe that these times are possible with the difficulty setting set to 007 – there just isn't time in 31 seconds to complete the mission objectives in Bunker 2, for example.

We believe that you've been duped into printing Secret Agent difficulty times instead of 007 Difficulty. We hope you'll correct this in future editions of **N64**.
Matt Bryant, Andy Best, Neil Dyson, Christian Jacknelle



Yes, our mistake. The offending times have been expunged. Sorry for causing any undue alarm. **Ed**

'Terrifying collaboration'

I read with interest Holly Johnston's letter (issue 22) and her discovery of the islands of Andros. After a little investigation of my own, you can imagine my consternation when I found a Lake Bowser in British Columbia, and – even worse – barely two hundred miles away a River Toad. Is the scaly fiend a threat to our fungal friend or is a terrifying collaboration on the cards?
Miles Bell, Grimsby

We're beginning to think Nintendo name their characters after consulting an atlas. **Ed**

'Poo do?'

South Park looks like being a great game. However, what will Mr hanky the Christmas Poo do? Just wondering.
Chris Berkenshaw, Crewe

You just wanted to say 'poo' in print, didn't you? Turn to page 72. **Ed**

'Keep printing'

In the Skill Club gold category, you keep printing 'complete 10 challenges' when we all know there are more than ten challenges printed on the next page. What's going on?
David Gillies

You only have to complete 10 challenges to get into the Gold section of Skill Club. The fact that there are more than ten challenges just means that you've got a choice of the ones you want to attempt. **Ed**

'Frenchiness'

I have a Russian dictionary here at home and I've been investigating the Russian words contained in *GoldenEye* and *Mission: Impossible*. Rare have actually used Russian words whereas Infogrames (for reasons only known to them and their Frenchiness) have only written English words using Russian characters. Some of the highlights from Mission include: "You cannot read Russian Cyrillic letters" and "Test in Russian Cyrillic letters.
Timothy Orr, New Zealand

Rare, perfectionist as ever. **Ed**

So tell me this

1) Is it true that *Fighting Force 64* will only come out in the US?
2) Is *Flying Dragon* by Infogrames a sequel to *Fighters Destiny*?
3) If not will there be a sequel?
4) Is *TOCA Touring Car* really coming for the N64? I haven't heard any details on it.
5) What's happening to Spooky?
6) Are Capcom making *Resident Evil 64*?
7) Any details about the sequel to *Mission: Impossible*?
Michael Addi, Acton

1) Yes. Not an enormous loss to us, though.
2) No – it's the American name for Art of Fighting Twin which we awarded 78% in issue 12. At the moment there are no plans for a UK release.
3) There is a sequel in progress at Imagineer. More news as we have it.
4) Unfortunately, it's no longer on Codemaster's release schedule. Around the time of last year's E3, there were strong hints that the game was on the way, but it seems a certain amount of re-thinking has gone on since then.
5) Having heard nothing since the original release list in issue 1, and as we can't get in touch with the developers, ICE, we hearby cancel this game.
6) Not as such. Capcom have got N64 titles on the go, but Resident Evil – with all its pre-rendering – just isn't an option on the N64. We'll get something better.
7) It's going to be developed at Infogrames' Lyons studio (where the first game was finally finished). They've only just started work, though, so don't expect any shots for a while.

1) Is it true that the 64DD will never be released in Europe?
2) I'm creating a fanzine, but I haven't got a scanner and it's all words. Have you got any tips to make it better?
3) *Body Harvest* looks brilliant but my Dad won't let me have it because it's too gory. Will you tell him, please?
Ross Keniston, Taunton

1) If Nintendo find a use for it, they'll release it. Originally the DD launch game was going to be Zelda, but Nintendo soon found that they could fit it on a cart. You can look at the DD in two ways. On the one hand you can see its prolonged non-appearance as a disaster. On the other, you can be happy in the knowledge that your N64 doesn't need any more help to host games as brilliant as Zelda 64. The truth of the matter is that no one – Rare included – has found a use for the add-on and Nintendo don't want to sell us a piece of kit that will, ultimately, only disappoint.
2) A PC video card would allow you to pipe your N64's signal into the PC and take screenshots directly from the game. The cheapest cards start at around £70 – Future's PC Format would be a good place to start looking.
If that's too expensive, remember that a good fanzine is all about bright, original writing on subjects not normally covered in mainstream magazines. Retrogamer and Role Call are excellent examples – they thrive on what their writers say rather than flashy graphics and loads of screenshots. Good luck!
3) Hello, Ross's Dad. Body Harvest's all about saving people from enormous aliens with green blood. It's good wholesome stuff, honestly.

The N64 Magazine Quiz

Another chance to win some hard cash. You know you want it.

WIN!! £50!!

Fifty quid, eh? A big wad o' the ol' folding stuff. Spondoolicks. Disposable assets. Whatever. Enough money to buy yourself a game, some fizzy pop, a bag of white mice and, ooh, a copy of N64 Magazine, anyway. And some socks. Or, really, whatever you want.

But winning fifty quid isn't easy, it'll test your brain to the max, pummel the ol' grey matter with it's taxing complexity, and only the most attentive and intelligent readers will have a chance of getting every poser right. So, let's get on with it, eh?

1	Superman, despite being, well, super, can be killed by a mystery substance. Is it: A) Kryptonite, B) Tofu, C) faggots, or D) Batman's B.O.
2	What does NBA stand for?
3	How many people can play *Rush 2*'s multiplayer mode?
4	How long have we been waiting for *Zelda* to appear?
5	....and on what date will you finally be able to get hold of it?
6	If this game was a big swearing psychopath, it would be what?
7	If you managed to twist your edge, what game would you be playing?
8	Which puppet-filled Gerry Anderson TV programme featured, oddly enough, a villain called Zelda? Tricky huh?
9	Which famous prison features heavily in *Rush II*.
10	In what game would you find The Sisters of Despair?

HOW TO ENTER

You won't believe how simple it is. You'll be walking around for da – (*snip!* – Ed). Ahem.

Good Golly Quiz Folly: Cool and the Jan
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Rules
1. The closing date for this compo is January 31st, 1999. D'y'hear?
2. Employees of Future Publishing can't enter. Ever. Nope.
3. Using his incredibly long legs and monkey-like feet, the Editor will pick the winner from a huge cot (an ape-ricot. Ha!).
4. The prize will be in pounds sterling, oh yes.
5. No rule here. Fooled you!

Last month's winner was

Gavin Roche from Gloucester. Fifty quid's on its way.

The N64 Magazine Quiz *My answers are as follows:*

1. ______ 6. ______
2. ______ 7. ______
3. ______ 8. ______
4. ______ 9. ______
5. ______ 10. ______

Good, no? Oh, and you'll probably be wanting this too...

Name ______ *Address* ______

______

Postcode ______ N64/24

The N64 Magazine BOARD

Go on, be artistic!



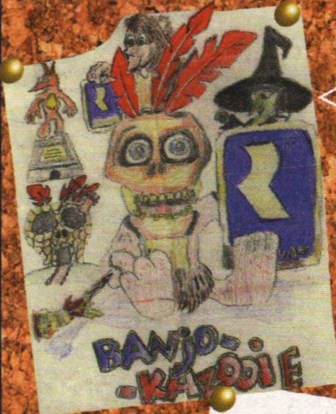


◁ Board regular, Alex Hammond from Surrey, sent us this fab Zelda drawing.

Thanks to Dava Hopkins from Chester for his South Park creation. ▷



◁ Mumbo the Shamen sent in by 14-year-old Gareth Houghton from Tyne & Wear.



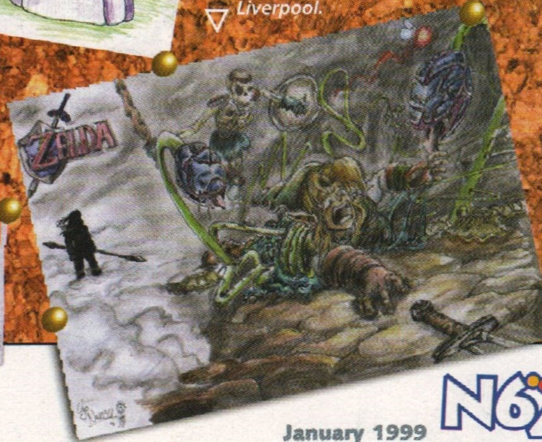
Well done to James Leadley for his Nintendo characters. ▷



The beautiful Princess Zelda. Thanks to Mark Harrison from Essex. ▷



Fabulous pencil and ink drawing sent in by Ugo Nwasu from Liverpool. ▽



Envelope art! Congrats to Stuart Richards frok Surrey for his sketch of Mega Man. ▽



GO! GO! ▷

WRITE YOU ARE!

Get your very own say in N64 Magazine

We like to think that we're pretty spot on, as far as reviews go. But then, we would, wouldn't we. You've got your own ideas on things, though and occasionally you might – just might – think that we may get things a teensy bit wrong some times. Not much. Just a teensy bit (we hope).

And we want to know what you think; does *F-Zero* flap your cheeks as much as it does ours? Is *Mission: Impossible* a flawed masterpiece, or ropey old tat? Does *Diddy Kong Racing*'s Battle Mode deserve more credit? Well, here's where you have your say.

All you have to do is write a review on an N64 game. It could be one you love, or one you hate, as long as you have something to say about it. Oh, and include a score, and make sure it's not more than 100 words long. (Wil'll get angry if it's any more, and start whipping his hair about. And that's not nice.) Send 'em to:

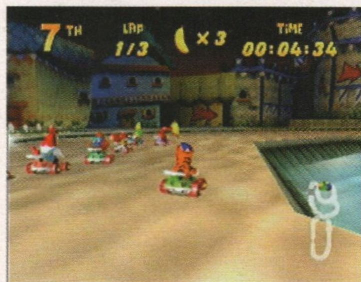
Reader Reviews
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

DIDDY KONG RACING

I queued up all day to buy *Diddy Kong Racing*, and I was really disappointed when I did play it, because it's not half as good as *Mario Kart 64*.

Diddy Kong's one-player game (The Adventure Mode), is big and colourful, and there's plenty to do, but I found it all very boring after a while. After you've found the different worlds it all gets the same, as you race Silver Coin challenges and do things all over again for each track. *Mario Kart* is just lots of simple, fun racing, and is much better in multiplayer. In *Diddy Kong*, you can't do the squiggly corner turbo thing.
Adam Cooper, Romford

53%



PILOTWINGS 64

Not many people have played this game, which is a shame, as it's one of the best games you can buy for your N64. It doesn't sport huge guns, or advanced military fighter planes, but the feeling of flight is lovely. When you're the Birdman, you can just fly around and see the sights, without worrying about an objective, and the scenery is beautiful.

Although you do get to fire rockets from the Gyrocopter a couple of times, the most fun being when you have to shoot a Godzilla-sized robot. With a huge moustache. You should play this game. It's great.
Nick Renshaw, Bolton

92%



FIGHTERS DESTINY

This is really odd. After reading your review, I bought the game, and was expecting something a bit like *Tekken*. In fact, it's completely different, and very slow – and a bit boring – until you get used to it. Rather than what you'd expect from a fighting game, it's more like Judo, with lots of grappling and throwing, although there are loads of more traditional special moves.

The points system – where you score points from doing certain moves – is really good, and almost does away with 'button bashing', and forces you to think about what you're going to have to do to win.
Jamie Hammond, Dorkin

89%



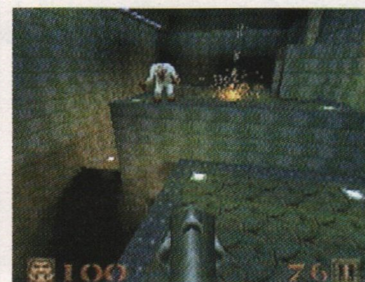
QUAKE 64

One of my friends has got a PC, and for ages he boasted that he could play *Quake* and that I couldn't. Well, now I can.

And I don't know what the fuss is all about. The single player game is boring, and not nearly as good as *Turok* or *GoldenEye*, and the rocket launcher and the lightning gun are the only good guns. The multiplayer game isn't much fun, either, and I know PC owners can play each other over the Internet, but judging by *Quake 64*, it doesn't seem much fun.

I now boast to my friend that I can play *GoldenEye*, and he can't.
Clare Venables, Southampton

61%



Send your reviews to: Write you are!, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

HOW TO... save the Universe in TURO

WHAT WE SAID



We reviewed *Turok 2* in issue 21 and this is what Tim had to say about it...

"The start to a thrilling new era for the N64. *Turok 2* is bigger, bolder, ballsier and, without a doubt, the best game of the year so far. 30-15 to Iguana, then Rare..."

95%

A game that needs no introduction. And will take you *hours* to complete. Lucky, then, that N64 is here to help you...

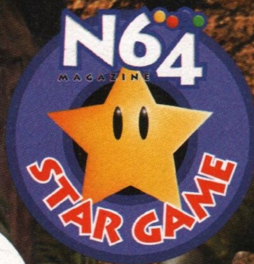
The real strength of *Turok 2*, besides being supremely violent (and, therefore, supremely entertaining), is that it's so huge. It would take a fine gamesplayer *ages* to see everything. Which is where we come in.

See, we don't want to tell you everything about the game, but we *do* want you to see the best bits. Which is why we've specially colour-coded them. So, if you get stuck looking for a Level Key, you can quickly take a gander at the blue boxes. If you're after a missing weapon, go for the red bits. And so it goes on. Each point of interest is coloured differently to allow at-a-glance reading. And, of course, if it's in the game, it's in our guide. Read on...



DISTRESS BEACONS
CHILDREN
WEAPONS
LEVEL KEYS
WARP PORTALS
WARP PORTAL ACTIVATOR
PRIMAGEN KEYS
GATE KEYS
SISTER OF DESPAIR
SOUL GATE

K2



By Daniel Glenfield

IMPORTANT! READ THIS

TOTEMS

As long as these are working, the Primagen can't get out of his lightship. So, it's your job to protect them. There're five energy totems spread throughout the game and they'll be attacked by enemies that spring from the corners of the room when you happen upon them. It's best to stand up high between two corners, looking across to the other side. Don't worry too much about taking damage – just switch to a fast, powerful weapon and kill each enemy quickly. Failure to secure the totems will result in the Primagen escaping and stealing all the chocolate biscuits. Er, possibly.

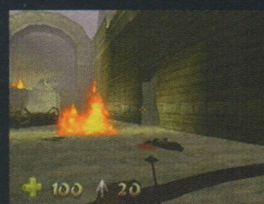


GO! GO!

LEVEL 1

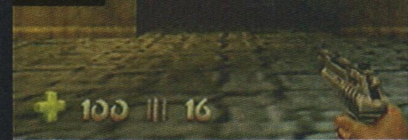
MISSION OBJECTIVES:
- Activate the three distress beacons
- Rescue the four children

DISTRESS BEACON 1




1 The first Distress Beacon Switch can be found right at the beginning of the level. Follow the path up the slope and the wall ahead will explode to reveal the switch. Shoot the barrel further along with an arrow and enter the building via the ladder. Through the tunnel lies a Power Cell. Use it in the switch.

WEAPON 1: PISTOL

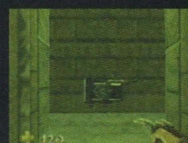
2 It might look a bit pathetic but the pistol is an effective weapon for any novice dino-basher. Climb up onto the teleporter platform and turn to face the broken ladder. Take a running leap to grab onto it and crawl into the passage.

LEVEL 2 KEY



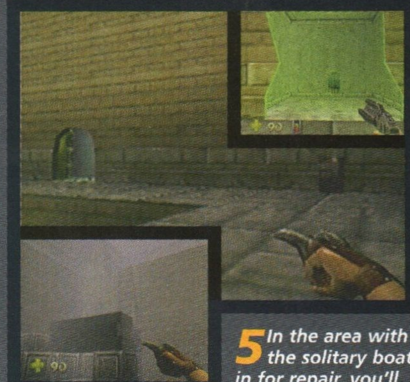
3 There's a Level 2 Key just after the first teleporter. Once you've been transported to the next area, turn the corner and fill the lizard full of lead before grabbing the key.

CHILD 1

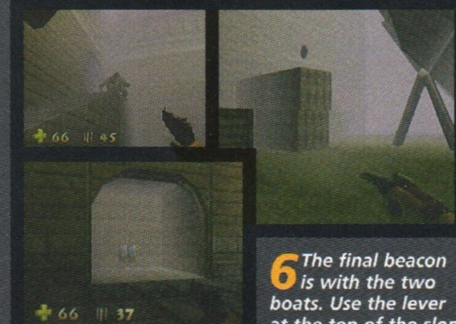

4 Get up to the wooden ledge in the stone room and climb up the ladder. Hit the lever and run into the passage at the back of the hidden room. Slay the dinozoid at the top to access the lever in the side room. Hit it to open the cage and make your way down to set the child free.

DISTRESS BEACON 2



5 In the area with the solitary boat in for repair, you'll find a dinozoid and a barrel positioned to your right. Shoot the barrel to uncover the Power Cell and run over to the ladder above the crates. Climb up to reach the switch.

DISTRESS BEACON 3



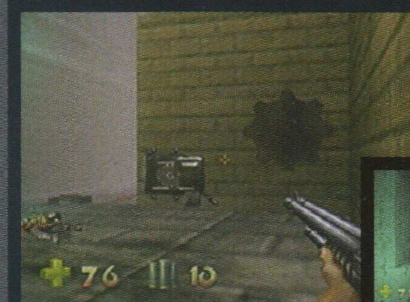
6 The final beacon is with the two boats. Use the lever at the top of the slope to open the small room below containing a Power Cell. Run over to the crates below the crane and in the corner you'll see the third Distress Beacon Activator.

WEAPON 2: SHOTGUN

7 At close range, the shotgun does major damage, and in some cases it's possible to blow every limb off a raptor's body! The only real downside is that it's a short to medium range weapon, losing an awful lot of firepower when shooting from distance. The shotgun is on the bridge.



CHILD 2

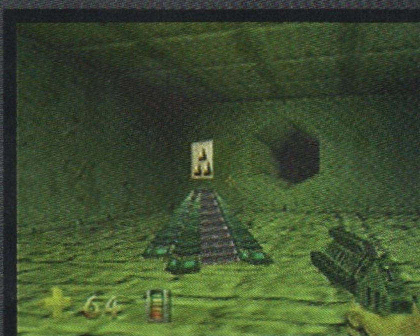


8 Just after the shotgun is a lever. Hit it, jump off the bridge and enter the tunnel. Inside is another lever which will slide the wall across to allow you to get to the child in the cage. Drop down, take out the two dinozoids, and use the lever to open the cage.




LEVEL 2 KEY

9 After you've saved the second child, step into the teleporter nearby. When you exit, you'll see a Level 2 key guarded by a lizard. The Warp Portal is up the side street to the right of the waterfall, along with the switch you need to access it.

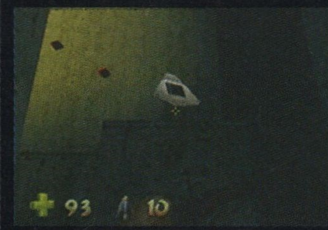


WEAPON 3: THE TEK BOW



10 The Tek Bow isn't just a step up from the ordinary hunter's bow, it's several floors above it. Utilising the latest in marksmanship technology, its sniper capabilities and sleek metallic finish mean you'll always look good when firing explosive-tipped Tek Arrows. You'll find the Tek Bow after the Warp Portal, past the house, in the passage in the corner.

PRIMAGEN KEY



11 In the same area is a Primagen Key, fiercely defended. Ordinarily you need the Leap of Faith title to collect the key, but you can grab it before that. Just get up close to the block and keep jumping.

LEVEL 3 KEY

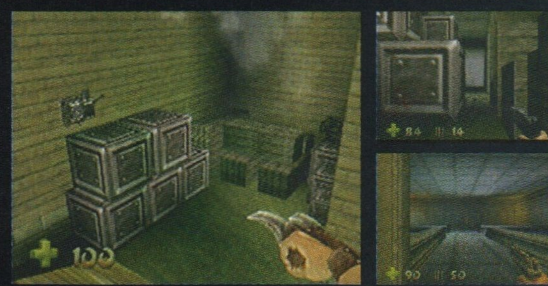


12 You'll find the first Level 3 Key behind the waterfall, but you need to pull the lever in the small room accessed from the rooftops first.

CHILD 3

13 In front of the griffin statues is a large pile of rubble. Use it to reach the ladder and then pull the lever which'll open up a passage behind the debris. Hit the levers inside and shoot the enemies that appear from behind secret walls until you find the girl. Use the switch opposite to release her.

• To see something a little bit special, throw a flare onto one of the Griffin statues. The whole thing will light up, as will any birds that fly over the top.

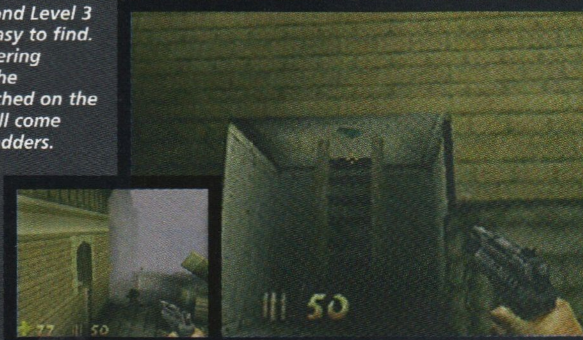






CHILD 4

14 You'll find the last child, inside a chamber, near the two small houses. Jump onto the crates and throw the switch to enter. Then drop down and run through the passages. Climb up the ladder to the cage, and when you're across the wooden plank you'll find the lever which'll free the girl.



LEVEL 2 KEY

15 The last Level 2 Key is concealed later on in the level, on the first floor of a house. You need to enter the house through the back door and pull down the lever. Pull the other lever to get the key.

LEVEL 3 KEY

16 The second Level 3 Key is easy to find. After the snipering session with the dinozoids perched on the rooftops, you'll come across some ladders. Climb up the one on the left and pull the lever to open up a secret room – the key's hidden inside.

LEVEL 3 KEY



17 You'll find the last Level 3 Key inside the large house at the end of the level. You need to get up to the roof where the dinozoid snipers were by using the ladders at the side of the house.

ALIEN WARP PORTAL



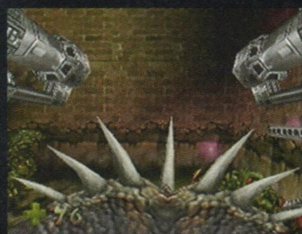
18 Opposite the large house you'll see a passage, go through it and you'll find the Alien Warp Portal. The activator is just below it on a ledge. Once inside you need to fight off the Primagen's toughest servants in order to gain the first bit of the Nuke weapon.

GO! GO!

LEVEL 2

MISSION OBJECTIVES:
- Destroy two Soul Gates
- Banish the three Sisters of Despair

TRICERATOPS RIDING




1 Here's a little something that many people miss. With the riding gun you can use the rockets to destroy the large tower that's in the background near the start.

2 Double tap Top-C to use the Triceratops' horn to kill any enemies that get too close.

GATE KEYS




4 To get inside the impressive-but-small palace (with the Pegasus statues) you'll need the Gate Keys. Pull the lever on the left hand ledge to open up the passage on the right of the stairway and, at the end of the passage, (with the Alien Warp Portal) you'll find the switch that raises the grates under the stairs. Once you have the keys, place them in the slots halfway down the stairs to open up the palace doors.

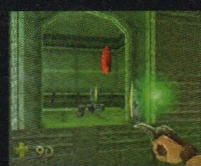
WEAPON 4: GRENADE LAUNCHER

6 A little disappointing in its reloading time compared to the one in the original Turok but the results are, to say the least, explosive! You'll see the grenade launcher up above as you make your way through the corridors, and you can collect it by getting close and jumping up a few times.

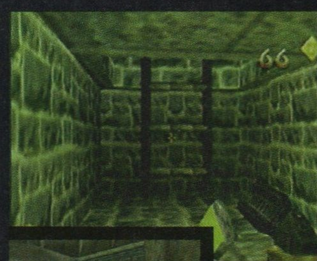


WEAPON 5: MAG 60

7 An upgraded pistol with a bit more umph in it, perfect for those annoying dinozoids that just won't die. Firing three bullets a second, it provides plenty of firepower but be careful not to run out of ammo. You'll find it just after the grenade launcher.



WEAPON 6: TRANQUILLISER GUN



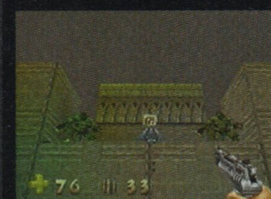

9 To be brutally honest, this is one of the worst weapons in the history of gaming (although, remember, it can come in handy when enemies wander over the grey touchplates in the floor). It will knock out the weaker enemies for a short while granted, but anything with a thicker hide won't be affected at all. Here's how to get it anyway. Instead of turning right to head to the crypt, go up the ladder on the left to reach a passage. Eventually you'll come across a Leap of Faith tile (so you'll need to return once you have it). Use it to reach a secret area with plenty of tokens and, most importantly, a weapons stash behind the wall on the right (shoot the barrel). When you get locked inside the room after swimming through the passage look for a tile high up. Hit it to reopen the doors.





LEVEL 4 KEY

3 You can see the first Level 4 Key above you when you teleport to the high platform – along with two dinozoids. Drop down and follow the path until you come to it.



WARP PORTAL ACTIVATOR



5 The Warp Portal Activator is on top of the crates in the room on the left. Once used it's a simple case of backtracking.

SOUL GATE

8 When you locate the dome building, hit the lever opposite to open the doors and release the dinozoid. Use the switch he was guarding to open another set of doors, then get back on the main path. Head up and through the large double doors at the bottom of the slope to find the first Soul Gate. Aim up and fire the shotgun a few times to destroy it (don't worry about ammo – it keeps regenerating in this room making it an excellent place to visit later on).




SISTER OF DESPAIR 1

10 Step into the portal in the previous room to get to the crypt. Kill all the larger zombies and the Sister of Despair will appear and attack you with homing skull projectiles. If you get too close she's also got a psychokinetic blast to push you away. Tricky to hit because she hovers above the ground, back off and, when she's in your sights, jump up and fire.





WARP PORTAL ACTIVATOR





11 The Warp Portal Activator is over the small bridge (past the Warp Portal) and around the corner in the next room.

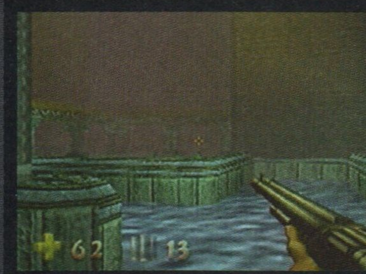
SAVE GAME PORTAL



12 Look to your right as you cross the bridge.

END OF LEVEL PORTAL

13 To get onto the island across from the Warp Portal you need to run up the tower, bypass the bridge, and jump over the water. Hit the lever to reveal the end of level portal.



EAGLE FEATHER





14 The Eagle Feather is found at the top of the slope – after you've dropped down the hole after the bridge. Step off the ledge and enter the Warp Portal to receive the Leap of Faith tile.

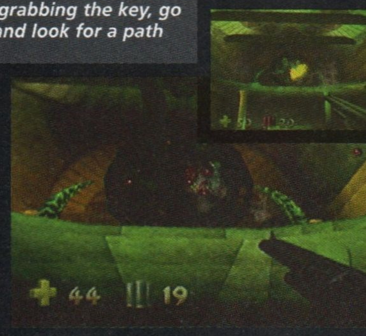
LEVEL 4 KEY



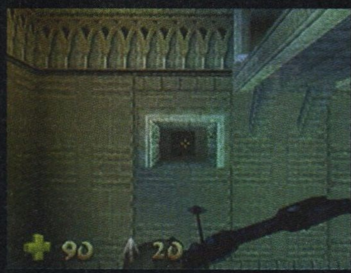
15 The second Level 4 Key can be found through the door at the base of slope, near the feather.

SOUL GATE

16 After grabbing the key, go back and look for a path outside that leads up to a Soul Gate. Whip out the shotgun and blast away, grabbing the ammo if you get low.

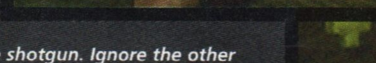


SISTER OF DESPAIR 2





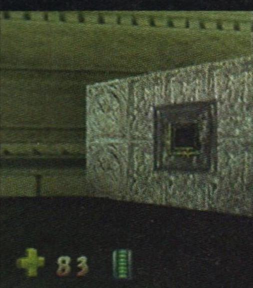


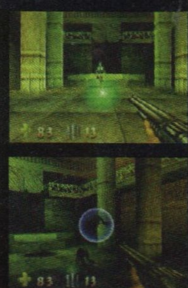


17 Make your way up the secret passage to find a Tek Bow. Shoot an arrow into the dark passage opposite to raise the grate below. Go through the tunnel and turn right at the tokens to find a lever being guarded by a lizard. Follow the tokens and shoot the frog from a distance using the Tek Bow's sniper mode. Take the right turn, past the spiders and into the teleport to find the second Sister of Despair. Killing the tougher zombies will bring her out into the open, so stand on the two hills by the doors and fire the shotgun. Ignore the other enemies and concentrate on shooting and strafing, keeping her penned inside the room.

SISTER OF DESPAIR 3







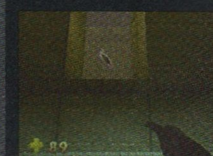
18 Get to the graveyard and hit each of the switches but watch out for the zombies rising from the ground. In the next part of the graveyard pull each of the four levers. These open up the doors to the main rooms which hold the two Graveyard Keys. Put these into the slots in the final part of the cemetery to make the bridge rise up so you can cross the water and reach the Sister of Despair.

LEVEL 4 KEY



19 Dive into one of the baths and swim through the long passage for the last Level 4 Key.

PRIMAGEN KEY



20 To grab the second Primagen Key you must return to the end of the level when you have the Breath of Life tile. Get on the island to the left of the level exit and into the secret room where the water is. Follow the passages and use the jump tiles to find the key.

GO! GO!

LEVEL 3

MISSION OBJECTIVES:
- Rescue five Prisoners
- Destroy three Ammo Dumps using the Satchel Charges

REGENERATING AMMO

1 There's a ledge shortly into the level with regenerating ammo. Shoot the wasp's nest from a distance and once they buzz off jump over to it and wait. This spot regenerates all types of ammunition, and you can come back to it any time!



LEVEL 5 KEY



2 The first Level 5 Key can be found just after the logs, to the left.

PRISONER 1



3 After the first village you'll find a large cage being guarded by a dinozoid. Use the talon to take the locks off and free the man inside.

AMMO DUMP 1

4 To the right of the cage are a few ledges. Jump over the water and onto the ladder, break the locks and get inside. The first Satchel Charge is in here. Beam in, put the explosives you find on the largest box and leg it.



SATCHEL CHARGE

5 The second Satchel Charge can be found behind the teleporter, near the Prisoner. You'll need to go across the sludge to get it.



LEVEL 5 KEY

6 The second Key is hidden just after the Save Game Portal but watch out – two dinozoids will attack from behind as you collect it.



WEAPON 7: SHREDDER

7 This gun fires out a high energy blast which, depending on what cartridges you're using, will either scatter or ricochet when it hits something. Powerful, yes, but it needs to be aimed with precision. You'll stumble across it just after the second Level 5 Key.



ALIEN WARP PORTAL





8 The Alien Warp Portal is accessed by climbing up the watch tower. Jump onto the rooftop nearby so you can get over the fence.

WARP PORTAL ACTIVATOR



9 The Warp Portal Activator is guarded at the end of the long bridge, just after the teleporter.

SATCHEL CHARGE



10 You'll find the third Satchel Charge on the other side of a wooden fence just after the teleporter. Climb the watchtower and jump across to collect it.

AMMO DUMP 2

11 Climb over the fence and run back across the bridge until you find a gap in it. Jump over the water and climb the tower to find the second armoury. Break the locks, get inside and put the charge on the large box.



WEAPON 8: PLASMA RIFLE

12 A big-game hunter's weapon. It fires a powerful energy blast, has plenty of ammo, and comes with a sniper helmet. Unfortunately it's not equipped for rapid fire, so hit enemies before they get too close. It's on top of a watchtower near the second Save Game Portal.



PRISONER 2



13 Soon after you find a long bridge. Make your way to the end and find the single token on the right. Jump down to find the prisoner – there's an ultra health pick-up above the cage.

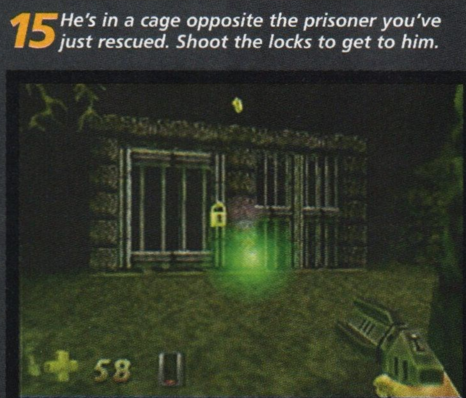
PRISONER 3



14 After freeing the second soldier, climb up and enter the teleporter. Once out, head right and you'll find the third prisoner guarded by a dinozoid.

PRISONER 4

15 He's in a cage opposite the prisoner you've just rescued. Shoot the locks to get to him.

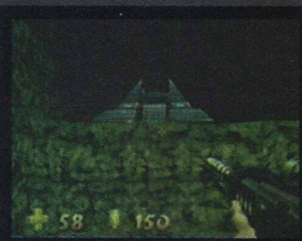


PRISONER 5

16 As you approach the fifth cage a little further on, some Pur-Lins will begin to throw boulders at you from the darkness. Wait until they've no more to throw before shooting a few holes through their evil little hearts.

WARP PORTAL ACTIVATOR

17 Opposite the teleporter is a ladder. Climb up it and walk along the narrow ledge to find a row of tokens. Follow them until you come to a hole in the wall which leads to some cages. Climb up the rubble to find the Warp Portal Activator.

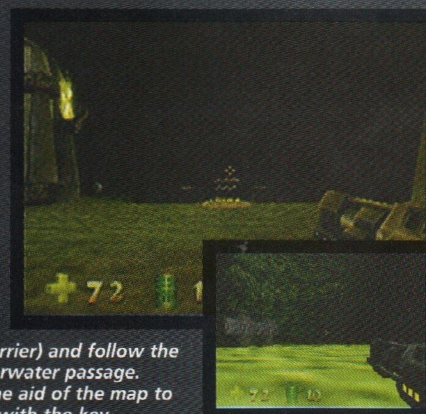


EAGLE FEATHER



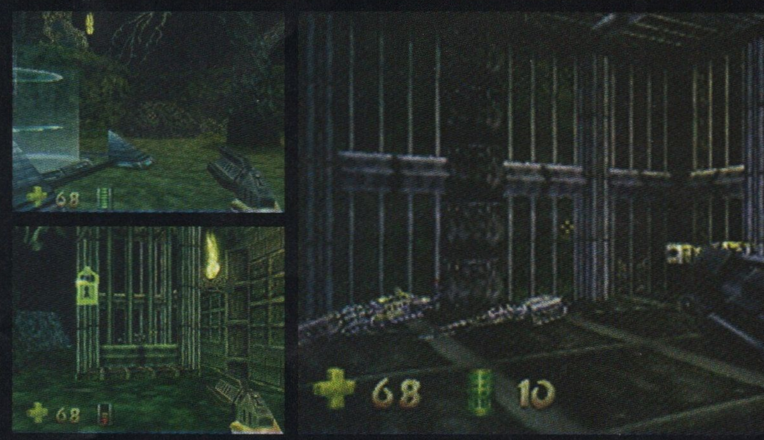
18 Along the ledge is an Eagle Feather and the Warp Portal. Use the feather to gain the Breath of Life tile.

PRIMAGEN KEY



19 To collect the Primagen Key, head back to the Alien Warp Portal and jump down when you see the tile. Swim right (past the wooden barrier) and follow the tokens into the underwater passage. Swim quickly with the aid of the map to get to the new area with the key.

WEAPONS 9, 10, 11, 12 + 13



20 There's a secret weapons stash hidden after the feather. Use the teleporter and climb up the rock on the left to find the Flamethrower (extremely useful against fast, small targets and insects), the Firestorm Cannon (a glorified machine-gun), the PFM Layer (motion-triggered mines which are effective against weaker opponents), and the Charge Dart Rifle (holds and electrocutes – useful against tougher enemies when used in conjunction with another weapon). Jump down and shoot the lock off the cage for a Scorpion Missile Launcher (homes in on opponents – ideal for finding enemies in the distance).

AMMO DUMP 3

21 Step into the teleporter and head up the ladder on the right at the top of the hill. Go left to find the armoury.

LEVEL 5 KEY



22 The last Level 5 Key is in the middle of the raptor pen.

GO! GO! ▷

LEVEL 4

MISSION OBJECTIVES:
- Seal three thermal vents using the Satchel Charges

WEAPON 14: HARPOON GUN



1 An underwater bow and arrow set if you like. The spears can be pulled out and used again and again just like the arrows. You'll find this weapon early on, after the cave behind the waterfall.

WARP PORTAL ACTIVATOR



2 Just after you pick up the Harpoon Gun, dive under and look right for a Warp Portal Activator.

WARP PORTAL

3 The Warp Portal can be found in a chamber, past the long narrow ledge after the first couple of blind warriors. You'll need to return here once you have the red Eagle Feather.

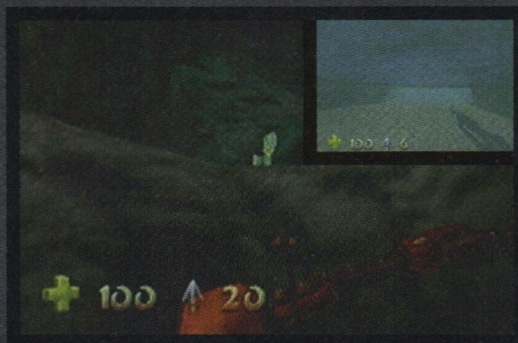


WEAPON 15: THE SUNFIRE POD

4 The Sunfire Pod can be used to blind enemies temporarily so you can either run past them (a bit cowardly, that) or pummel them with Magnum bullets. We much prefer the latter option. These are scattered throughout the level.



THE UNDERWATER GATE



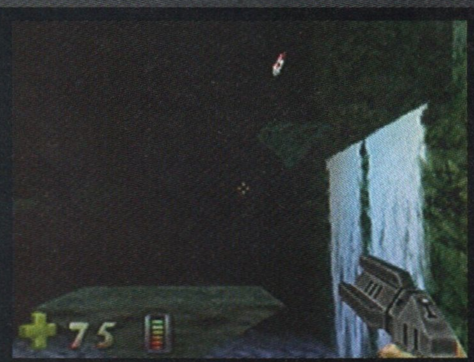
5 Opening the underwater gate after the first giant spider can be pretty tricky. You need to follow the passages and shoot the levers to raise the sandbags.

LEVEL 6 KEY

6 The first Level 6 Key is hidden inside a crystal chamber. Collecting it will, as always, result in an ambush.



EAGLE FEATHER



7 The Eagle Feather is in the room with the levitating platforms. Get to the last one, hop onto the waterfall and follow the cavern to the feather.

THERMAL VENT 1



8 Fall through the floor and continue through the cave. On the left are some footholds which lead up to a Thermal Vent (jump down from above to grab hold of them). You'll need to place some explosives on the large rock to seal it.

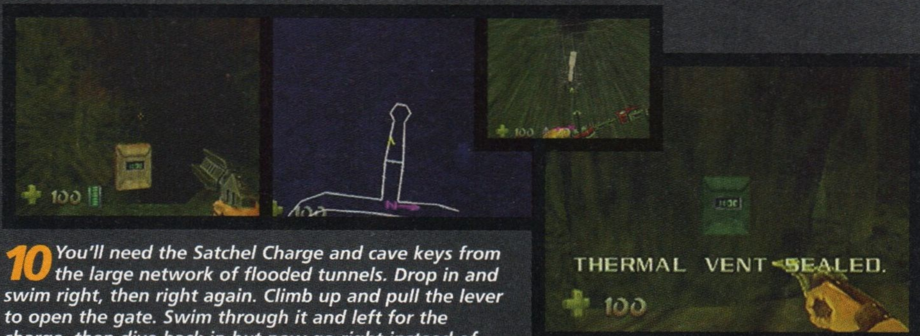


SATCHEL CHARGE

9 There is a Satchel Charge high up on a ledge near the footholds. You'll reach it soon after the underwater passage, further on from the waterfall.



THERMAL VENT 2



10 You'll need the Satchel Charge and cave keys from the large network of flooded tunnels. Drop in and swim right, then right again. Climb up and pull the lever to open the gate. Swim through it and left for the charge, then dive back in but now go right instead of left, then left again. The apparent dead end has a switch above it that needs to be shot. Swim back and now go right to the other lever. The gates will have opened so grab the key and enter the second teleporter (turn right, then right again). Rush into the large room and up the passage to put the detonator on the rock.

WEAPON 16: THE TORPEDO LAUNCHER



11 The Torpedo Launcher propels you along when swimming but it can only hold a few torpedoes so make sure you aim well. Find it after the rotating platforms to the right of the junction further on.

WARP PORTAL ACTIVATOR



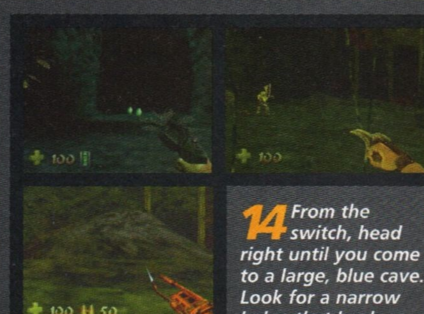
12 In the lava area, jump across the revolving rocks and shoot the barrels in the alcove to uncover a Warp Portal Activator.

WARP PORTAL

13 The Alien Warp Portal is along the right hand ledge and up the footholds.



THERMAL VENT 3



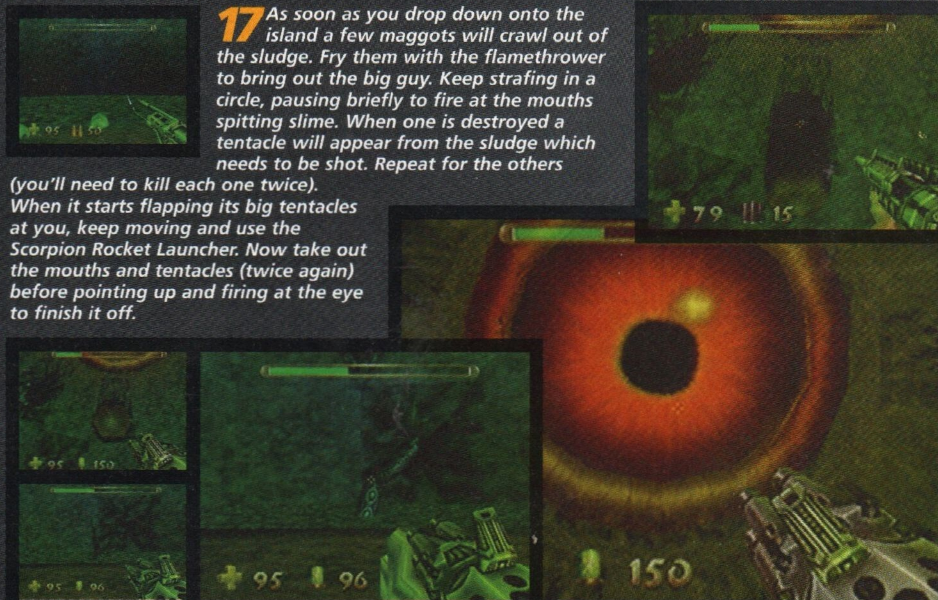
14 From the switch, head right until you come to a large, blue cave. Look for a narrow ledge that leads down on the left and follow it, then jump down to the tokens. A little way on from here lies the Thermal Vent.

LEVEL 6 KEY



15 Just before the end of level portal is another Level 6 Key, but you'll be ambushed. Search the area for some weapons. The Cerebral Bore (an office favourite) is great for a laugh, but is best used against larger enemies, or those perched high above, because of its homing capability.

LEVEL 4 BOSS



17 As soon as you drop down onto the island a few maggots will crawl out of the sludge. Fry them with the flamethrower to bring out the big guy. Keep strafing in a circle, pausing briefly to fire at the mouths spitting slime. When one is destroyed a tentacle will appear from the sludge which needs to be shot. Repeat for the others (you'll need to kill each one twice). When it starts flapping its big tentacles at you, keep moving and use the Scorpion Rocket Launcher. Now take out the mouths and tentacles (twice again) before pointing up and firing at the eye to finish it off.

PRIMAGEN KEY



16 The Whispers tile is needed for the fourth Primagen key. Look for the tile on the left near the start.

Next month...

We finish the job with the monstrous second part of our *Turok 2* guide, including more boss tactics and a whip-your-friends multiplayer guide. Don't you dare miss out now...

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

Are you particularly good at a game? Have you thrashed it to bits, and got a bag full of tips to show for it? Or perhaps you've found something odd/useful/secret that you'd like to share? Well, this is the place to do it. We always want to hear from our readers, whether it be through the frantic monthly tussle that is I'm The Best, or the games-prowess showcase that is Skill Club. And here at Help Wanted, we not only give you the chance to show the world what you've found, but also to write your own little feature for the magazine. Ain't that nice?

But that's not all. Should your effort be printed, you can also win an EXCLUSIVE **N64** record bag; these stylish knapsacks can be used to carry almost anything, and are just the right size to ferry your prized N64 around (an elephant, of course, would be too big. But that's just life for you). So what are you waiting for? Get scribbling!

THE RULES

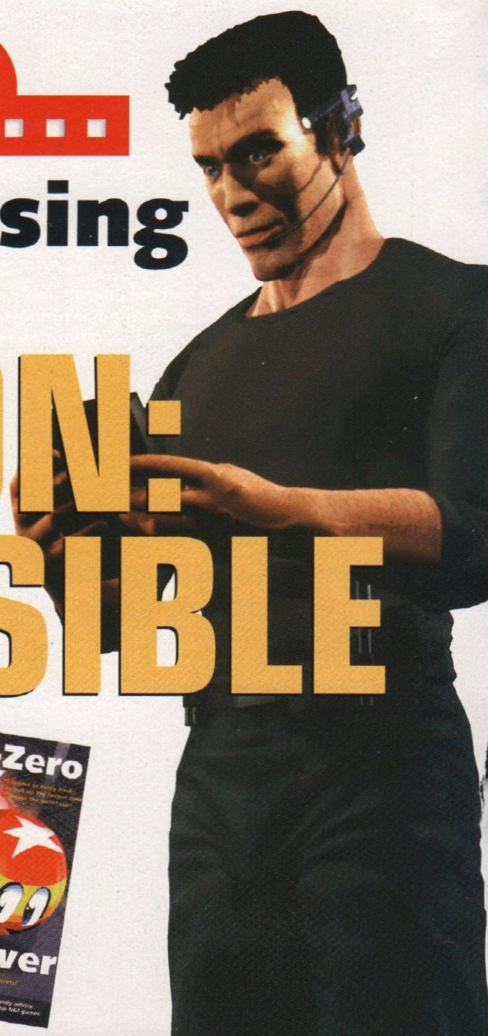
- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. Rather, try and focus on just one aspect and produce a definitive guide to that. For instance, in this issue Andrew has concentrated on finding glitches in *Mission: Impossible*.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.

Please send your contribution to:
Help Wanted, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month. Oh, and good luck!

HOW TO... find 11 amusing quirks in MISSION: IMPOSSIBLE



By Andrew Jarvis
(with a little embellishment from Jes Bickham)

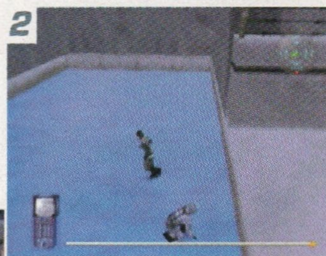
Mission: Impossible, then. Whilst it's not the game we all hoped for, it's not without its charms, or, indeed, its glitches. Should you wish to take advantage of all the little bugs in the game, and have a giggle at the same time, then simply read on..... (oh, and any cheats you may need can be found in the tips section of this month's Double Game Guide +).



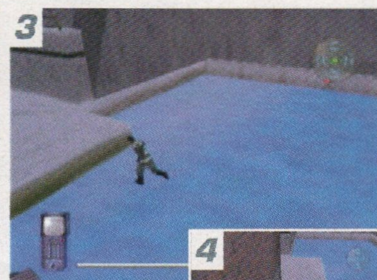
QUIRK 1: *From Ethan to Jesus*

You'll need to activate 'Benny Hill Mode' for this one. Directly at the start of Lundkwist Base, wait 'til the boat engines stop and rapidly press Start until the menu appears. Press Start again and run back onto the boat (this may take some practice). You'll travel with it to the end of the river, where it stops and disappears. Just before it does, jump off and you'll be able to run across the water to the other bank.


1


2

"Look at me! I'm walking on water!" "And so am I. How odd. Ah, now I'm sinking. Nuts."

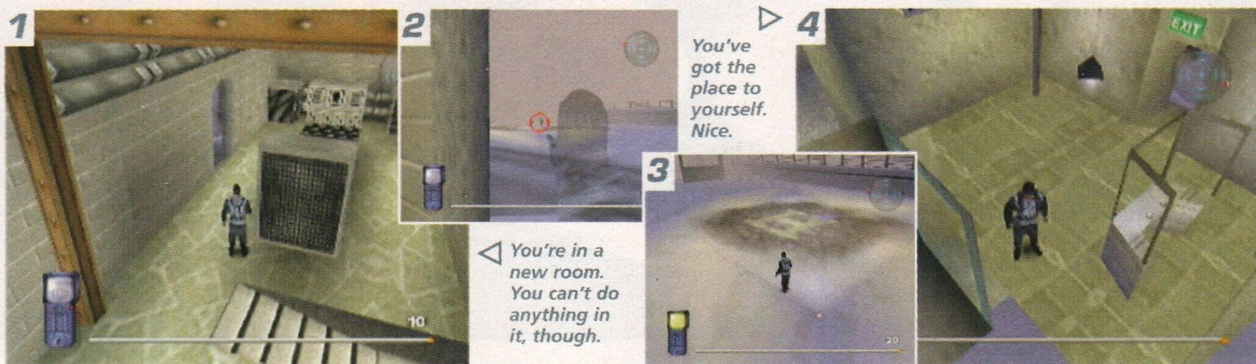

3


4

"Right. I'm here now. Where's the toilet, then?"

QUIRK 2: From Lundkwist to Mainland

Following on from the first glitch, once you're on the other side, enter the building and shoot the guard to your left (his back is to you). Go out through the other door and shoot the guard outside. The area you're in is actually the penultimate level, except there aren't any more guards or objectives.

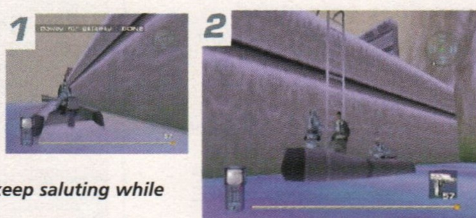


You've got the place to yourself. Nice.

You're in a new room. You can't do anything in it, though.

QUIRK 3: Ethan hates salutes

Once you're in the subpen on Lundkwist Base, wait by the water for Downey to arrive in the rescue boat. You can actually shoot him as he salutes you on the way by. He'll then – hilariously – keep saluting while he sinks.



QUIRK 7: Floating piano player

Once all the guards are dead, go and stand in the corner behind the piano, facing the piano player. You'll need to have activated the Rocket Launcher cheat; use it to shoot the piano player in the chest. He'll be knocked off his seat and float, magically, in the air.



QUIRK 4: Seeing underwater



Go to any level with water on it (Lundkwist Base is perfect). Jump into the water, pressing R at exactly the same time as you jump. You'll be able to see underwater for the few moments before you die. Alternatively, select a weapon, hold R and just walk in.

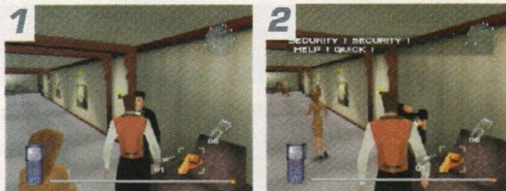
QUIRK 8: Kill the guests

And, whilst we're still in the Embassy, you can then shoot the guests. All of them. Great.



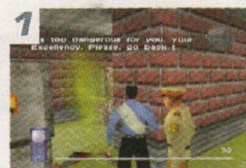
QUIRK 5: Russians speak English

On the Embassy level, go and talk to the Russian guests in the hallway. Hit the man and the woman will call for help. In English!



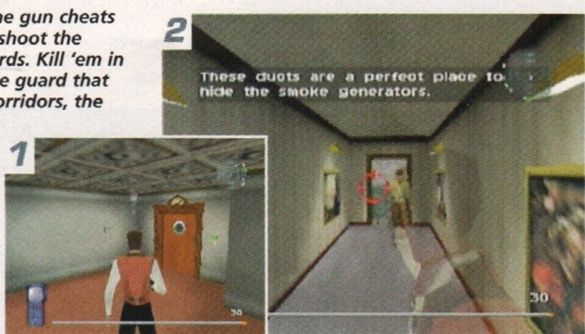
QUIRK 9: Strange guard

Use a gun cheat on KGB Warehouse level. Don't kill the first guard you meet, who urges you to go back. Progress through the level, making sure the guard isn't killed by any explosions (he'll follow you), until you find the protection suit. He'll still say "Please go back upstairs, your excellency....", and will follow you until you kill him.



QUIRK 6: Kill the guards

Use one of the gun cheats and you can shoot the Embassy guards. Kill 'em in this order: the guard that patrols the corridors, the chap at the top of the stairs, and, finally, the one by the lift.



QUIRK 10: Talk to the dead



In the KGB HQ, when you've found Barnes and talked to him, he'll die. Hit him after he's popped his clogs and Ethan will make a smart comment.

QUIRK 11: Turn Jack into a statue

When on the Fire Alarm Escape level, hit Jack just after he gives you the Fireman suits (in the toilets). He'll freeze in a position that looks like he's about to give you a big hug. The sweetie.



TIPS EXT

Body Harvest

CHEATS
Enter ICHEAT as a name in the Player Name menu and then, at any time during play, tap in the following codes for the designated effects:



Weapons power-up
A, Right, Bottom-C, Right-C, Top-C, A and Left

Fly Adam around
Left-C, A, Top-C, Down, Right-C, Right

Destroys nearest aliens
A, Top-C, Top-C, Up, Left

Repairs vehicle
Down, Up, Right, A, B, Left, Right-C

Makes bosses weak
Z, Right-C, Right-C, B, Left, Right-C

Scottish jigging
Down, Up, Top-C, Down, Right-C, Right-C



Freeze aliens
Bottom-C, Top-C, A, Right, Right-C, Down

Unfreezes aliens
Z, Right, Right-C, Right-C, Down

Everything goes weird
Bottom-C, Up, Right, Right, Right-C, A, Left

Creates a mutant
Bottom-C, Up, Z, Z, Right-C, A, Left

Generates alpha power-up
Bottom-C, Up, Z, Z, Up, Bottom-C, Right-C



Tall Adam
B, A, Top-C, A, Top-C, A



Short Adam
Down, Left-C, A, Right, Z

Fat alien legs
Left, A, Right, Down

Kills Adam or vehicle
B, Left, Right-C, Right-C, Down

Evil Adam
Left-C, Right-C, A, Bottom-C, Right-C, Left

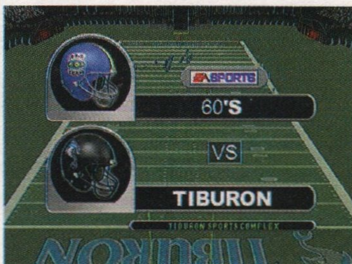
Gives Alien artefacts
Up, Bottom-C, Right-C, Z, Up, Left

Madden NFL '99

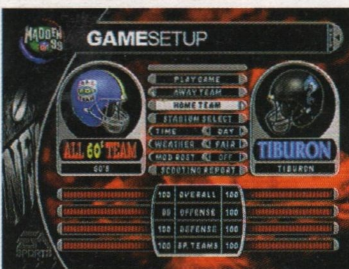
BONUS TEAMS
To access *Madden*'s bonus teams, simply press A on the 'New Code' option in the code entry screen. Then, enter one of the following codes and press A. Highlight the 'Add Code' option and press A to display the new code at the bottom of the screen. Finally, begin in exhibition mode:

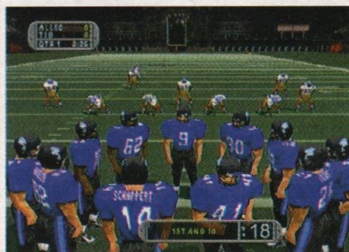


NFC Pro Bowl	*BESTNFC*
AFC Pro Bowl	*AFCBEST*
All-Madden	*BOOM*
All-Time Stat Leader	*IMTHEMAN*
60s Greats	*PEACELOVE*

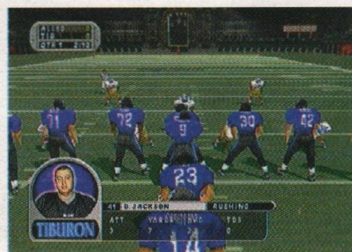


70s Greats	*BELLBOTTOMS*
80s Greats	*SPRBWLSHUFL*
90s Greats	*HEREANDNOW*





All-Time Greats	*TURKEYLEG*
75th Anniversary Team	*THROWBACK*
NFL Equipment Team	*GEARGUYS*
1999 Cleveland Browns	*WELCOMEBACK*
EA Sports	*INTHEGAME*
Tiburon	*HAMMERHEAD*



RA

Once again, a juicy banquet of the very finest tips and cheats. Grab your knife and fork and dig in... but remember! These are spoilers...

NCW/NWO: Revenge

Playable managers
Choose a One-on-One Exhibition match, and make sure you pick a wrestler who has a manager. During the game, press Z on the 3rd and 4th controllers to take control of the manager.

Just in case you don't know which rasslers have managers, here's the complete list:

Hollywood Hogan	*Eric Bischoff*
Diamond Dallas Page	*Kimberly*
Brian Adams	*Vincent*
Scott Hall	*Dusty Rhodes*
Scott Norton	*Vincent*
Eric Bischoff	*Elizabeth*
Scott Steiner	*Vincent*
Curt Hennig	*Rick Rude*
Macho Man Randy Savage	*Elizabeth*
Meng	*Jimmy Hart*
Yugi Nagata	*Onoo*
Barbarian	*Jimmy Hart*

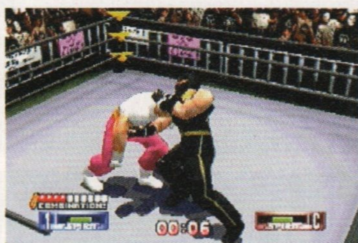
Second taunt
Press down on the analogue stick while taunting to perform an alternative mickey take.

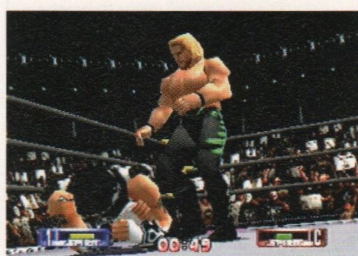
Steal weapons



When you're being attacked with a weapon, press both the block and reverse buttons (L and R) together and you'll be able steal the weapon for yourself.

Steal opponent's taunt
Face your opponent and rotate the analogue stick anti-clockwise to perform your opponent's taunt move.





Control of interfering wrestlers
Whenever an interfering rassler bursts in uninvited and attacks you, press Z on the fourth controller to take control of him. If the interfering so-and-so is actually helping you out, you can use the third controller to possess him.

Beat every challenge
In the unlikely event you're finding the game hard to beat, here's how to cheat a victory every time. Choose the Super Brawl ring, and throw your opponent out of the ring as soon as the fight starts. Lure him over to the entrance ramp and throw him into the black space so he vanishes. Now move out of the way and let him run back to the ring. He will hit the ring and be stunned. Grab him and throw him again until there's only about three seconds left before you get counted out. Now run towards the ring holding down Bottom-C to slide into the ring, and laugh as the dumb computer opponent is counted out. Works every time.



NHL '99

Enter the following codes into the code screen for the desired effect:

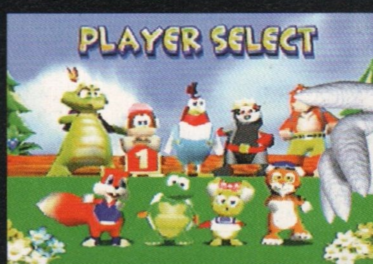
Big players	*BIGBIG*
Big head mode	*BRAINY*
View ending sequence	*VICTORY*
Faster game and clock	*FAST*

Classic tip DIDDY KONG RACING

To play as Drumstick, collect all of the trophies and amulets. Move to the central area, with the red spot that leads to all other zones. Run over the frogs near the edge of the water, then run over the frog that has a red crop on its head to access our clucking friend.

Drumstick is certainly fast but he's also a bit podgy so corners can be a bit of a problem. Best used if your familiar with one of the other heavier characters.







ACTION REPLAY CODES

GOLDENEYE 007

Quick weapon draw and rapid fire

Right Hand	800XXX8B00A5
Left Hand	800XXX3300A5

(Replace XXX with the numbers below)

Dam	Right: BAB
	Left: BAF
Facility	Right: 9DF
	Left: 9E3
Runway, Surface 1, Depot	Right: C0F
	Left: C13
Bunker 1, Bunker 2, Silo	Right: 9B7
	Left: 9BB
Frigate	Right: AE3
	Left: AE7
Surface B	Right: CD7
	Left: CDB
Statue	Right: ACF
	Left: AD3
Archives, Caverns, Cradle, Egyptian	Right: B47
	Left: B4B
Streets	Right: BE7
	Left: BEB
Train, Jungle, Control	Right: A7F
	Left: A83
Aztec	Right: 97B
	Left: 97F

Destroy almost everything

800XXX1C0007
(Replace XXX with the above 'Left' numbers for each level)

All guns (multiplayer)

Facility	800B00E4 0007
Archives	800B50E4 0007
Caverns	800AD8E4 0007
Bunker	800A10E4 0007
Temple, Complex, Library, Basement, Stack	8008F8E4 0007
Egypt	800DA8E4 0007

No clipping

Dam	D004C2D10030
	800BA78D0050
	880BA78D0000
Facility	D004C2D10030
	8009DB8D0050
	8809DB8D0000
Runway, Surface 1, Depot	
	D004C2D10030
	800C0B8D0050
	880C0B8D0000
Bunker 1, Bunker 2, Silo	
	D004C2D10030
	8009B38D0050
	8809B38D0000
Frigate	D004C2D10030
	800ADF8D0050
	880ADF8D0000
Surface 2	D004C2D10030
	800CD38D0050
	880CD38D0000
Statue	D004C2D10030
	800ACB8D0050
	880ACB8D0000
Archives, Caverns, Cradle, Egyptian	
	D004C2D10030
	800B438D0050
	880B438D0000
Streets	D004C2D10030
	800BE38D0050
	880BE38D0000
Train, Jungle, Control	D004C2D10030
	800A7B8D0050
	880A7B8D0000
Aztec	D004C2D10030
	80097B8D0050
	88097B8D0000

(Simply press the AR button when you want the clipping to disappear)



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.
If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

READERS' TOP TEN TIPS

You've sent us another particularly fine selection of home-grown tips this month, from *1080°* shortcuts to sneaky *Silicon Valley* cheatery. And *GoldenEye* glitches, of course. Keep 'em coming!

Don't forget. Cheat Of The Month wins a cracking Makopad from Interact (01204 700139) and everyone in the top ten gets a coveted N64 badge.



Cheat of the month

1 Silicon Valley
If you've got a big heavy animal, such as the elephant, bear, or hippo, it's possible to beat the system by carrying another animal around with you.

Position the smaller animal on the bigger one's back, exit its body, and possess the other one. Now you've got two for the price of one!
Roberto Goring, Conwy

2 1080° Snowboarding
On Crystal Peak, jump up onto the middle of the fork (about halfway down the course) and go to the right when you see a crossing. You'll go on to a secret bit of track and come out at the alternative exit, just past the moguls. It's tricky, but worth it.
Stephen Reid, Hamilton

3 F1 World GP
While messing around with the gold driver, I found that if you use manual gears and stay in first, you can reach the supersonic speed of 800mph! Try it at Hockenheim – it's absolutely lethal.
Nathan Hammond, Broughton

4 GoldenEye 007
Everyone knows the Bunker floating weapons trick, right? Well you can do the same thing on Control by putting a remote mine on each computer screen in the main room, plus about 20-odd more on the big video screen. Detonate them all together and you'll have floating weapons, Control-style.
Liam Martin, Poole

5 ISS '98
Hold the run button (Bottom-C) and rotate the analogue stick quickly. Your man will do a cool 360° turn and step over the ball. It's great for shaking off defenders.
Robert McMahon, Herne Bay

6 ISS '98
Win the international cup with Japan and go to the create player screen. Select page 11/11 on the faces part, and have a good old giggle at the multi-coloured freaks. Ho ho.
Leon Bryant, Ivybridge

7 F1 World GP
If you use the D-pad during a replay, pressing up or down lets you view the other cars. Not brilliant, but what you gonna do?
Chris Gibson, Co Antrim

8 NBA Courtside
When your opponent has the ball, tap Left-C before pressing B to jump and you'll do a long jump. A very long jump indeed.
Daniel Dunbar, Coulsdon

9 Mortal Kombat 4
If you keep pressing start on the Choose Your Destiny screen, your destiny will be to face different fighters. Which is handy.
Steve Woolley, Diss

10 GoldenEye
At the end of the first Surface level, get the guards to follow you up onto the ventilation tower (you'll need invincibility, invisibility, or 007 mode with zero accuracy). Shoot the padlocks off, and the guards will fall down the hole and keep bouncing back up. Forever!
Chris Kerry, Essex

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

TIPS EXTRA

Send to: Tips Extra, N64 Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my top tip

It's for [game name]:

And I've found that if you:

Name.....................................

Address.....................................

....

....

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....

Postcode.....................................

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CARLISLE	01228 590369
CHELMSFORD	01245 493355
CLYDEBANK	0141 952 7368
COLCHESTER	01206 766536
CRAWLEY	01293 523658
CROYDON	0181 688 1585
CUMBERNAULD	01236 734297
DERBY	01332 207070
DUDLEY	01384 483386
DUMFRIES	01387 264884
EAST KILBRIDE	01355 235586
GATESHEAD	0191 461 0362
GLASGOW	0141 248 6867
GUILDFORD	01483 440066
HALIFAX	01422 353986
HARROGATE	01423 564335
HARROW	0181 427 1175
HEMEL HEMPSTEAD	01442 253691
HIGH WYCOMBE	01494 525177
HOLBORN	0171 405 8592
HULL	01482 223049
KETTERING	01536 512507
KILMARNOCK	01563 520262
KINGSTON	0181 549 5464
LEEDS	01132 456611
LEICESTER	01162 512697
LEWISHAM	0181 852 0449
LIVERPOOL	0151 709 0799
LUTON	015827 36218
MANCHESTER	0161 834 7780
MIDDLESBOROUGH	01642 243736
NEWBURY	01635 46004
NEWCASTLE	0191 232 4161
NEWCASTLE	0191 261 6432
NOTTINGHAM	01159 411693
PERTH	01738 639450
PORTSMOUTH	01705 823681
READING	01189 586899
ROMFORD	01708 724283
SHEFFIELD	01142 757864
SOUTHAMPTON	01703 224843
SOUTHGATE	0181 886 4258
SOUTHEND	01702 343464
STIRLING	01786 447979
WATFORD	01923 227563
WEST THURROCK	01708 890688
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While stocks last. E&OE

Solving your gaming problems with the finest 64-bit tetanus jab, Dr Kitts' problem surgery is open. Please, seat yourself and let's begin...

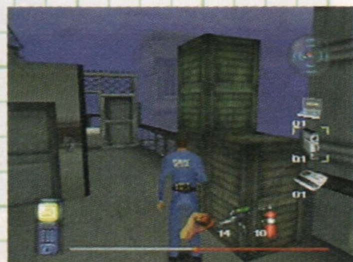


Dr. Kitts' Game Clinic

THE DOCTOR IS... in

Dr Kitts,
I'm experiencing some severe traumas with *Mission: Impossible*. On the CIA Rooftop level, I've got to the door where, I presume, you have to set up the digital camera. Trouble is, I don't know *where* to put the camera and, um, what exactly I'm supposed to be doing. Help?
Tony Ellis, Walthamstow

Putting down his copy of 'Cyanide: The Best Way To End It', Dr Kitts replies:
Ah, yes, common enough problem, this. What you've got to do is place the digital camera on the top of the crates to the right (or left, depending on which direction you're facing). Bit fiddly, admittedly, but once it's there you simply disappear away from the door and make sure the guard – who comes out, wanders around for a bit, then goes back in – doesn't see you. Once he's had his amble, retrieve the digital camera and then 'use' it with the door code. The number that opens the door will have been recorded on the digital camera. Clever, eh?



Those crates, there, are where you need to place the camera. Yes.

Dr Kitts,
I've got a question about *Pilotwings*. I know it's old but I'm still playing it religiously. It's great! Anyway, is it right you can change from day to night on Holiday Island? If so, how?
Richard Jork, Holland

Dr Kitts fondly recalls those bygone days of golden games and golden smallpox and says:
Mmm, yes, I remember this one. All you have to do is rocket belt it along to the two waterfalls that lead onto the pond with three fountains. This leads to a cave that, at the end, is blocked by a grill. Touch the grill, then fly back out and day has suddenly become night!

Dr Kitts,
In *ISS '98*, it's significantly harder to play through passes. In the first game, I could dissect defences with ease. Now, good defenders are clearing up without any problems. Any tips?
Dan Sutton, Aylesbury

Chuckling a little, Dr Kitts admits:
This actually isn't a very hard problem to solve. Like I told Nurse Weaver in surgery the other evening, it's really a case of looking a little harder. In that case it was into a stomach cavity but, with this, it's simply a case of holding the through ball button a little longer. As long as you don't release the button, the player won't make a pass. Which, obviously, gives you plenty of time to size up space and the movement of your front strikers. Easy, isn't it?

Dr Kitts,
Aaaaaaaaaargh! The only time cheat I can't beat on *GoldenEye* is the Facility. Two minutes and five seconds, even on Agent, is absolutely impossible! But, I desperately want that invincibility. So, would the kind Doctor possibly know how to carry off this ludicrously tricky task?
Edward Chard, Plymouth



Dr Doak MUST be in here. Otherwise, kill everyone. For fun.

Dr Kitts puts down his syringe full of malaria and nods furiously:
Ooooh, yes, yes, I've had very many letters about this. And with good reason. As Mr Chard points out, it's very, very hard. But, unfortunately, there's only one real snippet of help I can give you: keep your eyes firmly on Dr Doak. He is placed randomly every single time you replay the mission and, sadly, you can only achieve the required time if he's in the lab section at the very end of the level. If he's anywhere else, particularly in either of the bottling rooms, the opening and closing of doors slows you up too much. When he's in the labs, you can quickly nip in, meet up with him and then get out. Keep that in mind, perhaps.

Dr Kitts,
I've just picked up the original *Turok* for a very reasonable £20 and am gradually getting through it. However, I can't find the Chronosceptor piece on Level Three. Where is it?
David Webb, Bristol

Dr Kitts frowns and gazes longingly at his bloody scalpel:
You just need to look around a bit. You know where the infuriating pillar-jumping section is? Well, when you get to the top temple, bear left and, on the opposite wall, there's some climbing vines. Jump across, heave yourself up and, at the top there's a flat, grassy section with the Chronosceptor piece in the middle. Handy...

Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...



I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

..........Post code..........

You're through to the...

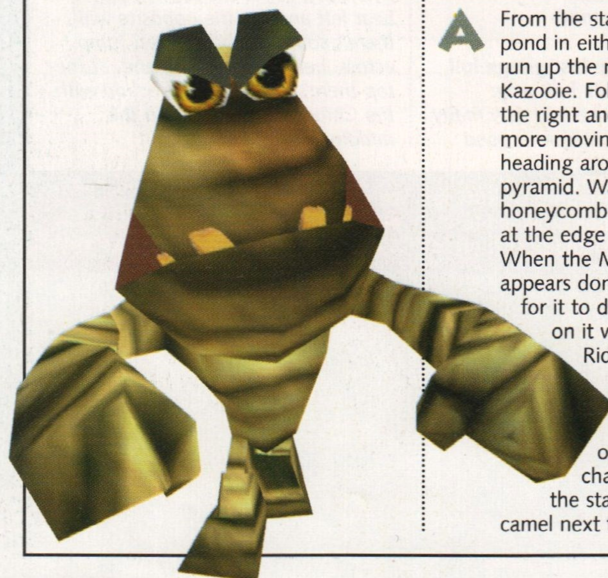
NINTENDO

This month on the Hotline we've been fairly busy. Actually, no, that's a lie. We've been ridiculously busy. Busier than the privy door when the plague's in town. *Zelda* has produced more calls than any game in the history of... well, ever, and, as some people like to say, the excrement has really impacted on the air conditioning.

So, with all this tonnage of extra work, there has been practically no time to bemoan the quality of the tea from the vending machine, nor to cunningly fashion paper aircraft from office memorandums (as is our wont).

Still, every cloud has its silver lining, and the upshot of all this extra work is that we get to play *Zelda*. All day. Every day. Mwa ha haa. All well and good, you may think, but when an office full of people all start galloping around the office on pretend horses trying to impale each other with make-shift spears, someone is bound to get hurt.

Isn't life a funny old game? Well... no.

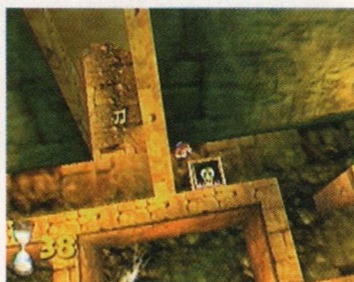


Banjo-Kazooie

GOBI'S VALLEY

Q How do I get through the pyramid maze?

A From the start of the maze, go left, down and take the first right. At the next intersection continue forward to the pyramid wall and go right. At the next intersection, go left, take the first right and go up. Go right again, take the next left and follow the one-way path to the exit.



Q How do I help the thirsty tree at the start of the level?

A From the start, go around the pond in either direction and run up the moving sand with Kazooie. Follow the wall on the right and go up three more moving sand slopes, heading around a small pyramid. Walk past the honeycomb switch and stand at the edge of the quicksand. When the Magic Carpet first appears don't get on it! Wait for it to disappear, then get on it when it reappears. Ride the carpet to the camel's island. To help the camel, stomp (Beak Bust) on the rock that it's chained to. Return to the start to find the camel next to the thirsty tree. Stomp on the camels back to water the tree and you'll be rewarded with a Jigsaw piece.

Q How do I enter the Sphinx?

A From the start, go to the front of the Sphinx. Head up the moving sand on its left and ride the Magic Carpet to the second stop. Flap Flip up to the Sphinx's back and go forward to its nose. Double-jump to either of the large pillars standing in front of the Sphinx. Shoot an egg into the Sphinx's nostril and then double-jump to the other pillar. Shoot an egg into the other nostril to open the door into the Sphinx.



Q Where do I learn the move for the Sprint Shoes?

A From the start, go around the pond in either direction and use Kazooie to go up the moving sand. Continue forward to the large Sphinx, then turn right and go up the moving sand to a gold-toned statue. Go past this statue and go up the moving sand, staying to the left, to reach a small pyramid. Go to the top of the pyramid to find a tall pole that Banjo and Kazooie can climb, and continue down the other side to reach some solid sand. Turn left, walk along the solid sand past a palm tree to find the molehill. Press B to call Bottles who'll teach you the move.

MAD MONSTER MANSION

Q What do I do with the pots in the cemetery?

A There are five empty pots in total. You'll find three of them situated around the edge of the house and the other two are along the edge of the cemetery, close to Mumbo's hut.



Shoot an egg into each of the five pots and flowers will grow. When you've filled the final pot a jigsaw piece will appear just next to it.

Q Where is the Witch Switch on this level?

A Go to the house in the cemetery area. Enter the building, continue to the far side of the room and use the yellow pedals to jump to the top of the stool in front of the organ. Jump again to reach the keyboard and use Kazooie to go up to the music book. Use the Flap Flip jump to get



01703 652222

HOTLINE

to the top of the book, and then again to reach the top of the organ. facing the pipes, go to the left edge of the organ and double-jump to the Flight Pad. Fly into the air and land on the rafter above the organ to find the Witch Switch. Stomp on it to make a Jigsaw piece appear in the eye of the statue of Gruntilda's head.

RUSTY BUCKET BAY

Q How do I get to the Witch Switch on this level ?

A From the start, go forward and up the ramp onto the ship. Go to the right and jump on the boxes to reach the next level of the deck. Jump to the next level of boxes and continue up until you get to the grey boxes at the top. Double-jump to the TNT box hanging from a rope. Look towards the back of the ship and you'll see a tall structure with a Witch Switch on top.

To reach the switch, double-jump from the top of the crane and hold A to glide to the switch. Stomp (Beak Bust) on the switch and a



Jigsaw piece will appear in Gruntilda's Lair.

To collect the Jigsaw, exit Rusty Bucket Bay and swim to the other side of the pond. Go into the underwater tunnel and swim to the other side of the room. Surface and enter the alcove to collect the Jigsaw bit.

Q I'm missing a Jigsaw piece! Can you tell me which one I might have missed?

A The one most commonly missed on this level is in the Captain's room. Follow these directions to get to it:

From the start, go forward and up the ramp onto the ship. Go to the right and jump on the boxes to reach the next level of the deck. Go to the other side of the smoke stack and cross the bridge. Proceed to the other side of this smoke stack and stand near the wall. Flap Flip up to the next level of the deck and continue left to find a cage. Go to the other side of the ship, away from the start, on the same level as the cage and around the corner. Near the lifeboat are two portholes (round windows). Rat-a-tat- Rap the one furthest from the lifeboat to create an opening. To the left of the steering wheel is a Jigsaw piece behind some wooden bars. Rat-a-tat Rap the wall below the bars, destroy the enemy and jump up to collect the piece.

Q How do I rescue the dolphin trapped under the anchor?

A Swim into the hole where the chain is coming from to enter a new area. Go through the hallway to enter a room with a floor switch. Stomp (Beak Bust) on the switch to retract the chain, which frees the dolphin. Exit back to the water and swim to the bottom to collect a Jigsaw piece.

CLICK CLOCK WOOD

Q Where's the Witch Switch?

A From the start, turn left and enter the Winter area. Go to the left and over the hill to reach the section where Mumbo's hut is. Stand on the Flight Pad in front of the hut and jump up.

Fly back towards the start, but stay along the large tree. On one small branch you'll see a snowman. Use the Beak Bomb to hit the snowman's red X and you'll destroy him. Beneath the snowman you'll see the Witch Switch. Stomp (Beak Bust) on the switch to make a Jigsaw piece appear across from the entrance to Click Clock Wood.

To collect the Jigsaw piece, exit Click Clock Wood as a bee and fly into the opening up near the ceiling on the other side of the room.



WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!

We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

WIN AN

(And copies of Wipeout 64. And s

Faster than a speeding bullet, that's *Wipeout 64*. And not, for example, James, who – although he's finally passed his driving test – drives like a three-foot high octogenarian with severe arthritis. And a mortal fear of anything that travels above 30mph.

Awarded a not-ungenerous 88% by our very own Tim Weaver (now officially recognised as the Rudest Man In The World™), *Wipeout 64* is the fastest game this side of *F-Zero X*. And, perhaps more importantly, it delivers the definitive version of the game, trouncing the PlayStation double act with its all-new tracks, fruity special extras and floaty future cars. We like it.



As will you, we think. And so, like a grossly mutated and multi-headed Santa – covered in Andrea's Mr. Fantastic-style greasy rubber skin – Team 64 offers you this chance to win a little extra Christmas giftery.

Because – yes! – in conjunction with the lovely Midway, we've got an N64, a copy of *Wipeout 64* and a CD of the game's soundtrack (which features such big-beating pop luminaries as Fluke and Shirley Bassey's favourites, the Propellerheads) and all to give to one lucky winner. That's a bundle o' fun you shouldn't sniff at, even if you're suffering from the honkingest of colds. But that's not all; nine lucky runner-ups can also win a copy of the game and the soundtrack CD to wile away the post-Chrimble blues. The bad news? *Wipeout*'s release date has slipped to January (sigh) but, of course, what this means it that you – yes, you – are in with a chance of being one of the very first people in this sceptred isle to own a copy.

Which brings us, quite neatly, to what we want you to do. It's quite simple, but requires a modicum of imagination on your part. So if you think you're up to it, read the bit on the right now...

How to enter

Ooh, it's simple. Make your choice, describe why you think he, she, or it would win. The wittiest or cleverest answer will win the N64 and associated guff, and nine runners up will each get a copy of *Wipeout 64* and the soundtrack CD. Send your entry to:

There goes my lunch,
N64 Magazine, 30 Monmouth Street,
Bath, BA1 2BW

RULES

1. The closing date for entries is January 28th 1999. Results will be published in issue 26.
2. Employees of Future Publishing, Midway and Psygnosis will be breathed on by Wil if they dare enter. So don't.
3. The Editor's decision is final. Unless he's tired, in which case, someone else's will be.
4. I am Godzilla. You are Japan.

What you have to do

Imagine every member of Team 64 – that's us! – has been plonked in a *Wipeout* race, the winner of which gets to be King of the World. Or something. Whatever, each shady character has his/her own skills and racing style – and, quite simply, we want you to choose who would win this fictional meeting, giving reasons why, based on their unique 'talents'. And that's it.

James 'The Mantis' Ashton

James' bad luck with cars means that he's a determined, if not necessarily skilled, driver, overflowing with ambition. His extraordinarily long legs may, somehow, prove to be of use.

Tim 'The Beaver' Weaver

Foul of mouth and hairy of ear, Tim's actually a bit of a cream cake at heart, relying on his threatening behaviour as a bluffing tactic. Sweetheart.

Martin 'Mentalist' Kitts:

An experienced psychopath, Martin has been trained to kill with the simplest household items. His rabid desire to kill, kill, kill, though, may be his undoing.

Andrea 'Ball' Ball

Frumpy old Andrea may wield a big stick when provoked, but she's usually a mumsy little character, and can usually be found baking cakes and knitting. With very large needles.

Wil 'Wiggy' Overton:

Depending on his mood, Wil can be an Essex 'man', Japanese gaming guru, or wizened little wizard. His monstrous mane of lard-soaked hair, though, never changes. And is never washed.

Jes 'The Egg' Bickham

Jes' streamlined head reduces wind resistance and improves aerodynamics, but at the cost of cornering ability. The rotting mounds of pizza and Aqua records that constantly surround him could be a hazard.

N64!!

oundtrack CDs.)

RESULT!

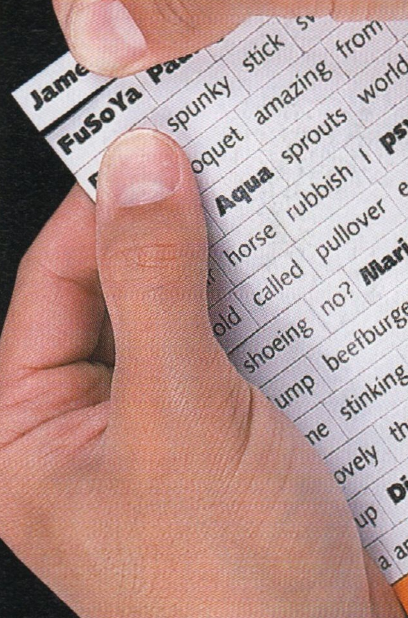
After an overwhelming tidal wave of entries to our "Magnet Magnusson" compo, which conspired with I'm the Best to burst through the ceiling and seriously surprise a passing pigeon, we finally have a winner. And it is this, courtesy of

Sam Elliot of Dunstable:

If this game was....
a big swearing psychopath

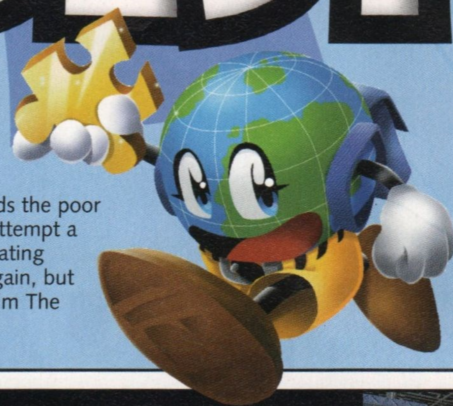
it would be....
in Tim's smelly old pullover

Sam's entry grabbed the honours because it's incisive, humorous and, well, generally frighteningly true. Such perception cannot go unnoticed. And it didn't use the rather rude combination of the words spunky, Andrea, pants and truncheon. Which some of you did. So, well done Sam – your money (£100, y'know!) and a prized copy of *Zelda* will be winging its way to you just as soon we get a hold of it. Congratulations.



I'M THE BEST

Nee-nor nee-nor nee-nor. Stand back, paramedic coming through.



This month we've been trying to emulate a few of your gaming feats, instead of just cowering in awe every time we see another *1080°* time which knocks ten seconds off the office record. Unfortunately, the first person to take to the gaming chair was NewPaul, eager to prove his snowboarding prowess. It wasn't pretty. After just five seconds the poor lad thought he was a master and decided to attempt a full 1080° spin. The sound of his thumb dislocating was the stuff of nightmares. He won't try it again, but we know *you* will. Because there's a place in I'm The Best just waiting for your name to fill it.

STAR PERFORMANCE



Tricky one this month. New leagues and plenty of really impressive times but this performance stood out in particular. Brett Slader, all the way from Australia, managed to take the lead in four out of the seven *1080° Snowboarding* leagues, and all of his times were mighty impressive. Well done Brett and remember, if you think you've achieved a time or score worthy of a mention in this box, write in and let us know, including a photo or video footage as evidence.

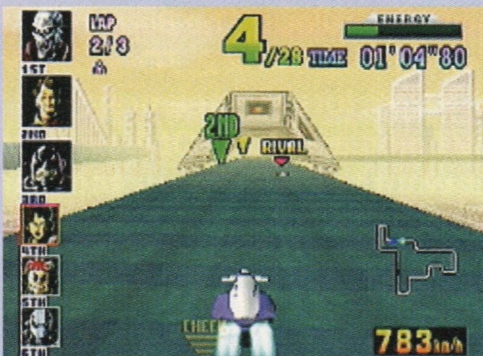


NEW HIGH SCORE!



In issue 21 we asked for your best times for Treasure Trove Cove in *Banjo-Kazooie*, but as Steve Ridley from Norwich has already received a large financial reward in our I'm the Best at *Banjo* challenge, for his incredible 00'05"39 time, we've decided to skip straight to issue 22's *1080° Snowboarding* challenge.

We asked you for your highest scores on Air Make and Adam Staff from West Sussex impressed Martin in particular with an astounding 22100 points. Well done Adam, there's a Makopad (Interact 01204 700139) on its way to you.



THIS MONTH'S TIME TO BEAT

This month we want to see your times for *F-Zero*'s (PAL only, mind) Mute City 3. We'll consider all times faster than 02'06"096.

(The fastest time wins the pad)

GoldenEye 007



FASTEST 00 AGENT TIMES (Complete video evidence only, please)

CAVERNS		
1	00'04"28	Stelios Giamarelos, *Athens*
2	00'04"58	Zahir Ishani, *Surrey*
3	00'05"40	David Nicol, *Cambridge*
4	00'05"45	Jan-Erik Spangberg, *Sweden*
5	00'05"52	Sam Fenwick, *Bedford*
BUNKER 2		
1	00'01"42	Stelios Giamarelos, *Athens*
2	00'02"04	David Nicol, *Cambridge*
3	00'02"47	Sam Fenwick, *Bedford*
4	00'02"56	Andrew Mills, *Dundee*
5	00'03"06	Daniel Dunn, *Lincolnshire*
CONTROL		
1	00'06"54	Jonathan Gane, *Herts*
2	00'06"56	Stelios Giamarelos, *Athens*
3	00'07"03	Jan-Erik Spangberg, *Sweden*
4	00'07"24	David Nicol, *Cambridge*
5	00'07"29	Andrew Mills, *Dundee*
CRADLE		Send us your times!

Super Mario 64



UK (PAL) VERSION ONLY

PEACH SLIDE		
1	0'12"7	Stelios Giamarelos, *Greece*
2	0'12"8	E. Kivilohkare, *Norway*
3	0'12"9	Dave Bloemer, *Holland*
4	0'12"9	Peter Shaw, *Derbyshire*
5	0'13"0	Trev Henderson, *Harrogate*

Fighters Destiny



FASTEST TIME
UK (PAL) version only

1	0'12"7	James Green, *West Yorks*
2	0'12"8	Lee McGrady, *Cumbria*
3	0'12"9	Wajahat Ali, *Blackburn*
4	0'12"9	Simon Shepherd, *E.Sussex*
5	0'13"0	John Allen, *Newcastle-upon-Tyne*

Banjo-Kazooie



UK (PAL) TIMES ONLY

MUMBO'S MOUNTAIN

1	00'04"54	Steve Ridley, *Norwich*
2	00'05"08	Stelios Giamarelos, *Athens*
3	00'05"30	Marc Vincent, *W. Sussex*
4	00'05"48	Patrick Wessels, *Rotterdam*
5	00'06"01	Stephen Mansfield, *Derby*
6	00'06"18	Steven Zwantjes, *Holland*
7	00'06"19	Marco Torri, *Switzerland*
8	00'06"20	Graham Underwood, *Penrith*
9	00'06"24	Darren Gordon, *Fife*
10	00'06"25	John Davies, *N'castle-u-Lyme*

TREASURE TROVE COVE

1	00'05"39	Steve Ridley, *Norwich*
2	00'07"36	Orestis Giamarelos, *Athens*
3	00'08"13	Stelios Giamarelos, *Athens*
4	00'09"39	Patrick Wessels, *Rotterdam*
5	00'10"41	Darren Gordon, *Fife*

CLANKER'S CAVERN

1	00'11"13	Patrick Wessels, *Rotterdam*
2	00'11"58	Sharon Frank, *Fraserburgh*
3	00'12"12	Darren Gordon, *Fife*
4	00'12"31	Chris Robus, *Yeovil*
5	00'13"15	Francis Huen, *Sheffield*

BUBBLEGLOOP SWAMP

1	00'14"41	Patrick Wessels, *Rotterdam*
2	00'14"27	Stelios Giamarelos, *Athens*
3	00'15"37	Steve Ridley, *Norwich*
4	00'16"00	Darren Gordon, *Fife*
5	00'16"01	Naomi J Morgan, *Birmingham*

GOBI'S VALLEY

1	00'12"47	Stelios Giamarelos, *Athens*
2	00'14"22	Steve Ridley, *Norwich*
3	00'14"58	Patrick Wessels, *Rotterdam*
4	00'15"53	Darren Gordon, *Fife*
5	00'16"43	Jan-Erik Spangberg, *Sweden*

FREEZEEZY PEAK

1	00'11"31	Steve Ridley, *Norwich*
2	00'13"55	Stelios Giamarelos, *Athens*
3	00'15"17	Patrick Wessels, *Rotterdam*
4	00'17"42	Chris Robus, *Yeovil*
5	00'18"25	Andrew Mills, *Londonderry*

MAD MONSTER MANSION

1	00'13"49	Patrick Wessels, *Rotterdam*
2	00'13"59	Steve Ridley, *Norwich*
3	00'14"08	Stelios Giamarelos, *Athens*
4	00'14"15	Jan-Erik Spangberg, *Sweden*
5	00'15"39	Darren Gordon, *Fife*

RUSTY BUCKET BAY

1	00'13"39	Jon Davies, *Oxfordshire*
2	00'14"01	Stelios Giamarelos, *Athens*
3	00'14"42	Steve Ridley, *Norwich*
4	00'15"43	Patrick Wessels, *Rotterdam*
5	00'17"55	Jon Davies, *Oxfordshire*

CLICK CLOCK WOOD

1	00'19"27	Stelios Giamarelos, *Athens*
2	00'23"39	Steve Ridley, *Norwich*
3	00'27"01	Patrick Wessels, *Rotterdam*
4	00'31"26	Darren Gordon, *Fife*
5	00'31"29	Jon Davies, *Oxfordshire*

TOTAL GAME TIME

1	02'00"51	Stelios Giamarelos, *Athens*
2	02'24"05	Steve Ridley, *Norwich*
3	02'54"00	Jon Davies, *Oxfordshire*
4	03'06"22	Andrew Mills, *Londonderry*
5	03'09"18	Jan-Erik Spangberg, *Sweden*

Wetrix

CLASSIC MODE
UK (PAL) Version only

1	137278925	James Ellis, *Middlesex*
2	129265782	Michael van Zeventer, *Holland*
3	104586444	James Glover, *Kent*
4	102719459	Trevor Donaldson, *Manchester*
5	100773789	Cyberpimp, *Surrey*

Top Gear Rally

UK (PAL) TIMES ONLY
No secret cars

COASTLINE

1	3'18"30	Martin Conroy, *Leeds*
2	3'20"82	Paul Simcox, *Peterborough*
3	3'21"90	Simon Madsen, *Denmark*
4	3'24"18	David Money, *Nuneaton*
5	3'26"10	N Cade Westcome, *M.Keynes*

STRIP MINE

1	2'52"55	Rob Young, *Hull*
2	2'55"51	Anders Ringdal, *Norway*
3	2'55"55	Jason Eggington, *York*
4	2'56"19	Simon Madsen, *Denmark*
5	2'56"43	Marin Conroy, *Leeds*

F1 World Grand Prix



UK (PAL) TIMES ONLY
No secret cars

AUSTRALIA

1	1'06"90	David Savage, *Wokingham*
2	1'07"56	Joachim Clauwers, *Belgium*
3	1'09"34	Russell Greeno, *Essex*
4	1'11"61	Stuart Richards, *Surrey*
5	1'12"87	Jamie Hyde, *Bradford-on-Avon*

BRAZIL

1	1'02"07	Stuart Richards, *Surrey*
2	1'05"04	Greig Bingham, *Ayrshire*
3	1'06"65	Joachim Clauwers, *Belgium*
4	1'10"56	Jamie Hyde, *Bradford-on-Avon*
5	1'16"74	Steven Jenkins, *Wrexham*

ARGENTINA

1	1'06"42	Stuart Richards, *Surrey*
2	1'07"06	Joachim Clauwers, *Belgium*
3	1'10"94	Greig Bingham, *Ayrshire*
4	1'13"08	Jamie Hyde, *Bradford-on-Avon*
5	1'21"01	Steven Jenkins, *Wrexham*

MONACO

1	0'59"41	Stuart Richards, *Surrey*
2	1'04"12	Kevin Martin, *Chelmsford*
3	1'07"12	Joachim Clauwers, *Belgium*
4	1'07"36	Greig Bingham, *Ayrshire*
5	1'10"91	Jack Ellwood, *Cumbria*

FRANCE

1	1'00"69	Stuart Richards, *Surrey*
2	1'01"78	Joachim Clauwers, *Belgium*
3	1'02"22	Greig Bingham, *Ayrshire*
4	1'08"26	Jamie Hyde, *Bradford-on-Avon*
5	1'13"48	Steven Jenkins, *Wrexham*

BRITAIN

1	1'02"70	Joachim Clauwers, *Belgium*
2	1'04"58	Stuart Richards, *Surrey*
3	1'04"72	Greig Bingham, *Ayrshire*
4	1'07"32	Michael Thompson, *West Sussex*
5	1'07"40	Russell Greeno, *Essex*

GERMANY

1	1'19"07	Joachim Clauwers, *Belgium*
2	1'19"87	Stuart Richards, *Surrey*
3	1'20"43	Greig Bingham, *Ayrshire*
4	1'22"11	Russell Greeno, *Essex*
5	1'22"47	Steven Jenkins, *Wrexham*

ITALY

1	1'06"18	Joachim Clauwers, *Belgium*
2	1'06"92	Greig Bingham, *Ayrshire*
3	1'07"44	Stuart Richards, *Surrey*
4	1'10"23	Michael Thompson, *West Sussex*
5	1'10"93	Jamie Hyde, *Bradford-on-Avon*

JAPAN

1	1'15"87	Greig Bingham, *Ayrshire*
2	1'18"35	Joachim Clauwers, *Belgium*
3	1'18"94	***BI Frutiger BoldItalic***
4	1'28"14	Jamie Hyde, *Bradford-on-Avon*
5	1'34"94	Steven Jenkins, *Wrexham*

GO! GO!

Snowboard Kids



UK (PAL) TIMES ONLY

STUNT GAME

1	9999	Mario Siouyis, *Greece*
2	9998	Stelios Giamarelos, *Greece*
3	9040	Ed Higgins, *Essex*
4	8940	Robert Hollinshead, *Kent*
5	7684	Matt Peck, *East Sussex*
6	7240	Olav Vassend, *Norway*
7	6944	T. Egerton-Jones, *Liverpool*
8	6572	Luke Porter, *Belfast*
9	6400	Rob Davies, *Swansea*
10	5520	Robert Gallagher, *Southampton*

ROOKIE MOUNTAIN *speed game*

1	0'26"20	Jamie Hyde, *Bradford-on-Avon*
2	0'26"30	Brett Slader, *Australia*
3	0'26"36	Graeme Robb, *Scotland*

BIG SNOWMAN *speed game*

1	1'36"93	Jamie Hyde, *Bradford-on-Avon*
2	1'37"33	Kevin Seeney, *Bath*
3	1'37"46	Donique Visser, *Holland*

SUNSET ROCK *speed game*

1	1'34"60	Jamie Hyde, *Bradford-on-Avon*
2	1'35"13	Kevin Seeney, *Bath*
3	1'35"33	Mario Sioutis, *Greece*

NIGHT HIGHWAY

1	1'29"13	Kevin Seeney, *Bath*
2	1'29"76	Al Pierce, *Salisbury*
3	1'29"86	Donique Visser, *Holland*

GRASS VALLEY

1	1'41"71	Jamie Hyde, *Bradford-on-Avon*
2	1'41"83	Kevin Seeney, *Bath*
3	1'42"13	Mario Sioutis, *Greece*

DIZZY LAND

1	1'35"96	Kevin Seeney, *Bath*
2	1'36"06	Mario Sioutis, *Greece*
3	1'36"33	Ad Durpack, *Newcastle-upon-Tyne*

QUICKSAND

1	1'34"56	Kevin Seeney, *Bath*
2	1'35"50	Brett Slader, *Australia*
3	1'36"23	Aaron Martin, *Bristol*

SILVER MOUNTAIN

1	1'44"13	Jamie Hyde, *Bradford-on-Avon*
2	1'45"26	Guy Cotton, *Essex*
3	1'45"33	Donique Visser, *Holland*

NINJA LAND

1	00'22"96	Andy Palmer, *Herts*
2	00'23"30	Mario Sioutis, *Greece*
3	00'23"73	Donique Visser, *Holland*

1080° Snowboarding



UK (PAL) TIMES ONLY

CRYSTAL LAKE

1	1'03"06	Brett Slader, *Australia*
2	1'03"19	Ruben & Jon Olav Larsen
3	1'03"32	Tom White, *West Sussex*
4	1'03"39	Richard Davies, *Rotherham*
5	1'03"52	Adam Charlton, *Huntingdon*

CRYSTAL PEAK

1	1'28"01	Brett Slader, *Australia*
2	1'28"50	Ruben & Jon Olav Larsen
3	1'29"59	Chris Redit, *St. Albans*
4	1'29"69	Adam Charlton, *Huntingdon*
5	1'30"05	Jonathan Gallagher, *Bourne End*

GOLDEN FOREST

1	1'20"58	Chris Redit, *St. Albans*
2	1'21"37	Brett Slader, *Australia*
3	1'21"51	Ruben & Jon Olav Larsen
4	1'23"09	Jonathan Gallagher, *Bourne End*
5	1'24"94	Stephen Mansfield, *Derby*

MOUNTAIN VILLAGE

1	1'32"03	Adam Charlton, *Huntingdon*
2	1'32"26	Brett Slader, *Australia*
3	1'33"55	Chris Redit, *St. Albans*
4	1'33"65	Ruben & Jon Olav Larsen
5	1'34"28	Stephen Mansfield, *Derby*

DRAGON CAVE

1	1'27"61	Brett Slader, *Australia*
2	1'29"00	Ruben & Jon Olav Larsen
3	1'29"13	Jonathan Gallagher, *Bourne End*
4	1'31"27	Chris Redit, *St. Albans*
5	1'33"48	Stephen Mansfield, *Derby*

DEADLY FALL

1	1'08"44	Brett Slader, *Australia*
2	1'09"76	Chris Redit, *St. Albans*
3	1'09"99	Richard Davies, *Rotherham*
4	1'10"62	Stephen Mansfield, *Derby*
5	1'11"08	Jonathan Gallagher, *Bourne End*

CONTEST MODE

1	265088	Oliver Thomason, *Brighton*
2	253981	James Shaughnessy, *Cheshire*
3	172364	Stephen Mansfield, *Derby*
4	160672	Richard Davies, *Rotherham*
5	145708	Jonathan Gallagher, *Bourne End*

YOSHI'S STORY

1-1

1	6340	Richard Davies, *Rotherham*
2	6275	James Watton, *E. Layton*
4	6254	Ruben Larsen, *Norway*
5	6218	Gordon Willmott, *Edinburgh*
6	6183	Daniel Dunn, *Lincolnshire*
7	6156	Steven Taylor, *Cheshire*
8	6122	Piet dem Dulk, *Holland*
9	5928	John Heelham, *Manchester*
10	5704	Amanda Ward, *Manchester*

1-2

1	6372	Gordon Willmott, *Edinburgh*
2	6238	Andrew McGrae, *Southport*
3	6041	Daniel Dunn, *Lincolnshire*
4	6016	Bonny Qvistorff, *Denmark*
5	5704	Alison Lennox, *Argyll*

2-1

1	6290	*Andrew McGrae, Southport*
2	6142	*Daniel Dunn, Lincolnshire*
3	6116	*Gordon Willmott, Edinburgh*
4	6107	*Bonny Qvistorff, Denmark*
5	6093	*Piet dem Dulk, Holland*

3-2

1	6007	Gordon Willmott, *Edinburgh*
2	5940	Andrew McGrae, *Southport*
3	5891	Bonny Qvistorff, *Denmark*

4-1

1	5981	Gordon Willmott, *Edinburgh*
2	5918	Daniel Dunn, *Lincolnshire*
3	5899	Andrew McGrae, *Southport*

5-3

1	6424	Daniel Dunn, *Lincolnshire*
2	6421	Andrew McGrae, *Southport*
3	6421	Andrew McGrae, *Denmark*

6-4

1	5916	Andrew McGrae, *Southport*
2	5783	Daniel Dunn, *Lincolnshire*
3	5732	Bonny Qvistorff, *Denmark*

TOTAL SCORE

1	37424	Daniel Dunn, *Lincolnshire*
2	36704	Andrew McGrae, *Southport*
3	36149	Gabrielle Murphy, *Dublin*
4	35837	Donique Visser, *Holland*
5	35030	Kyrre Stenberg, *Norway*

Mario Kart 64



UK (PAL) TIMES

LUIGI CIRCUIT		
1	1'29"25	Alan Dundas, *Arbroath*
2	1'33"67	Graham Francis, *Cronleigh*
3	1'36"46	Stelios Giamarelos, *Greece*
4	1'36"86	Orestis Giamarelos, *Greece*
5	1'39"38	Martin Conroy, *Leeds*

ROYAL RACEWAY		
1	2'05"13	Anthony Gruitt, *Kent*
2	2'06"28	Stelios Giamarelos, *Greece*
3	2'08"03	Orestis Giamarelos, *Greece*
4	2'08"14	Steven Swartjes, *Holland*
5	2'08"62	Martin Conroy, *Leeds*

KOOPA TROOPA BEACH		
1	1'29"21	Alan Dundas, *Arbroath*
2	1'30"89	Sam York, *Bristol*
3	1'33"28	Anthony Gruitt, *Kent*
4	1'37"01	Thomas Foster, *Derby*
5	1'38"31	Steve Ridley, *Ramsgate*

FRAPPE SNOWLAND		
1	00'19"83	Sarah Ashworth, *Shropshire*
2	00'18"39	Ewan Alman, *Middlesex*
3	00'22"26	Rhys Allen, *Australia*
4	00'22"43	Jon Willetts, *Cheshire*
5	00'23"98	Tim Wiles, *Cardiff*

BOWSER'S CASTLE		
1	2'08"44	Alan Dundas, *Arbroath*
2	2'16"47	Anthony Gruitt, *Kent*
3	2'16"76	Martin Conroy, *Leeds*
4	2'17"11	Stelios Giamarelos, *Greece*
5	2'17"15	Orestis Giamarelos, *Greece*

BANSHEE BOARDWALK		
1	2'03"98	Alan Dundas, *Arbroath*
2	2'04"76	Anthony Gruitt, *Kent*
3	2'05"76	Stelios Giamarelos, *Greece*
4	2'05"95	Orestis Giamarelos, *Greece*
5	2'08"77	Rob Pierce, *Salisbury*

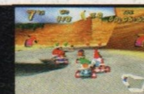
IMPORT (NTSC) TIMES

LUIGI CIRCUIT		
1	1'21"94	Arthur Van Dalen, *Holland*
2	1'27"66	George Papapetrou, *London*
3	1'31"30	Tatu Luostarinen, *Finland*
4	1'40"23	Marc Dupont, *Guernsey*
5	1'42"76	Steven Dyson, *Poulton Le Fylde*

MARIO CIRCUIT		
1	0'54"01	Tatu Luostarinen, *Finland*
2	0'54"32	Andrew Mills, *Londonderry*
3	0'54"46	George Papapetrou, *London*
4	0'54"58	Marc Dupont, *Guernsey*
5	0'54"64	Steven Dyson, *Poulton Le Fylde*

ROYAL RACEWAY		
1	1'46"68	Andrew Mills, *Londonderry*
2	1'48"28	George Papapetrou, *London*
3	1'48"73	Tatu Luostarinen, *Finland*
4	1'49"63	Steven Dyson, *Poulton Le Fylde*
5	1'50"09	Arthur Van Dalen, *Holland*

Diddy Kong Racing



UK (PAL) TIMES ONLY

ANCIENT LAKE		
1	0'36"20	Stuart Richards, *Surrey*
2	0'38"40	Beckie Haskins, *Southsea*
3	0'38"70	Alan Inker, *Newport*
4	0'40"60	Stelios Giamarelos, *Greece*
5	0'41"13	Orestis Giamarelos, *Greece*

FOSSIL CANYON		
1	1'02"81	Stuart Richards, *Surrey*
2	1'05"44	Stelios Giamarelos, *Greece*
3	1'05"83	Orestis Giamarelos, *Greece*
4	1'06"53	Adam Charlton, *Huntingdon*
5	1'08"33	Beckie Haskins, *Southsea*

HOT TOP VOLCANO		
1	0'53"93	Stuart Richards, *Surrey*
2	1'00"81	Stelios Giamarelos, *Greece*
3	1'01"96	Beckie Haskins, *Southsea*
4	1'02"95	Orestis Giamarelos, *Greece*
5	1'15"75	Richard Dunn, *Lincolnshire*

JUNGLE FALLS		
1	0'41"70	Stuart Richards, *Surrey*
2	0'43"53	Stelios Giamarelos, *Greece*
3	0'43"65	Adam Charlton, *Huntingdon*
4	0'44"74	Orestis Giamarelos, *Greece*
5	0'45"66	Arthur Van Dalen, *Holland*

WALRUS COVE		
1	1'30"35	Stuart Richards, *Surrey*
2	1'33"24	Stelios Giamarelos, *Greece*
3	1'35"77	Orestis Giamarelos, *Greece*
4	1'36"55	Adam Charlton, *Huntingdon*
5	1'37"10	Ciaran McDermott, *Ireland*

CRESCENT ISLAND		
1	1'06"43	Stuart Richards, *Surrey*
2	1'09"01	Stelios Giamarelos, *Greece*
3	1'10"57	Orestis Giamarelos, *Greece*
4	1'14"26	Ciaran McDermott, *Ireland*
5	1'14"31	Richard Dunn, *Lincolnshire*

WINDMILL PLAINS		
1	1'25"43	Stuart Richards, *Surrey*
2	1'33"67	Stelios Giamarelos, *Greece*
3	1'35"45	Adam Charlton, *Huntingdon*
4	1'36"61	Orestis Giamarelos, *Greece*
5	1'42"15	Ciaran McDermott, *Ireland*

DARKMOON CAVERNS		
1	1'42"60	Stuart Richards, *Surrey*
2	1'49"03	Richard Dunn, *Lincolnshire*
3	1'49"63	Beckie Haskins, *Southsea*
4	1'49"75	Adam Charlton, *Huntingdon*
5	1'50"70	Richard Dunn, *Lincolnshire*

Starfox/Lylat Wars



CORNERIA *ANY VERSION*		
1	287	Adam Bones, *Camberley*
2	280	Rob Pierce, *Salisbury*
3	278	Orestis Giamarelos, *Athens*
4	276	Phil Hughes, *Widnes*
5	275	Greg Ihnatenko, *Cheshire*

TOTAL HITS *ANY VERSION*		
1	2226	Orestis Giamarelos, *Athens*
2	2212	Robert Kloosterhuis, *Holland*
3	2212	Jon Davies, *Wallingford*
4	2150	Jan-Erik Spangberg, *Sweden*
5	2120	Greg Ihnatenko, *Cheshire*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to: **I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

New leagues!

New games means new leagues. We're looking for your best performances in:

V-Rally 99

Best Arcade times for Arcade 1, 2 and 3.

F-Zero X

Fastest death race & Fastest times for Mute City • Silence • Red Canyon • White Land • Sector ß Mute City 3 • Rainbow Road • Big Hand

(Please note that all these leagues are for PAL machines only.)



The hardest, smartest, most illustrious club around...

skill club 64



Sk-sk-skill Club 64! A bit like St-st-studio Line, we reckon. Just without as many natural curls. But, it's an exciting place to be. And only the fittest of the fit make it in.



Gamers with muscles rippling like a rippling lake full of ripples. Gamers with quick-fingeredness only comparable with Fagin. Gamers who can tolerate tests tougher than climbing Katmandu, or sitting next to James as he drives. *Those* are the kind of gamers we need in our Temple of Talent. Soooo, do you think you can meet our sky-high criteria?

If you do, have a gander over the page and read up on the tasks you have to undertake. Then, squint your way across the rules. Now – and only now – can you grab your joypad and attack our challenges with your machete-like gamesplaying skills. For the best, the Gold award. For those unable to meet the mountain-like achievement that is TEN challenges, the almost-as-cherished silver and bronze awards. But, there's an extra incentive to take a comfy seat in our Gold Lounge: a brand new Manta Ray controller from Nugen (01992 707407), undoubtedly *the* best third-party pad. So, what are you waiting for? Go, go!!

GOLD Club

complete 10 challenges

Simon Moore, *Liverpool*
Richard Davies, *Rotherham*
René Laurent, *Ireland*
Stephen Lockhart, *Ireland*
Andrew McGrae, *Southport*
Matthew King, *Bromley*
Derek Thomson, *Edinburgh*
Jon Davies, *Wallingford*
Jan-Erik Spangberg, *Sweden*
Kelly Humphreys, *Marlow*
Graham Underwood, *Cumbria*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
Stephen McMahon, *Co. Down*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Paul Isaia, *Southampton*
Robert Gallagher, *Eastleigh*
Ingvar S. Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Andrew Mills, *Londonderry*
Mark Currid, *Ireland*
David Nicol, *Cambridge*
David Keane, *Sandwich*
David Crowther, *Kent*
Daniel Syversen, *Norway*
Stelios & Orestis Giaremelos, *Greece*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kostas A. Mitzithras, *Greece*	A,C,D,E,I,J,L
Kevin Spring, *Bradford*	A,B,C,D,G,H,I
Kenneth Pickering, *Ayrshire*	A,B,C,D,G,I,J
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J
Richard Davies, *Rotherham*	A,B,D,E,F,I,J
Philip Foster, *Havant*	A,B,D,E,F,G,I
Derek Topper, *Bristol*	A,C,E,F,G,H,I
Chris Scearce, *Reading*	A,B,C,D,F,G,I
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H
Rony Costa, *Middlesex*	A,B,C,D,E,I,J
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I
Gary Thomson, *Midlothian*	A,B,C,D,E,F,H
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G
Mario Sioutis, *Greece*	A,C,D,E,F,G,H
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I
Ben Campion, *Staffs*	A,B,C,D,F,H,I
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I
Chris Constable, *Devizes*	A,C,D,F,G,H,J
Brett Slader, *Australia*	A,B,C,D,E,F,G
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I

NAME	COMPLETED
Dave Bloemer, *Holland*	A,B,C,D,F,G,K
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I
Craig Silcocks, *Trowbridge*	A,B,C,D,E,F,J
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K
Greg Duncan, *Glasgow*	A,B,C,D,E,F,H
Iain Dalby, *Tyne & Wear*	A,C,D,E,F,G,H
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H
Dylan Foale, *Devon*	A,B,C,D,F,G,I
Martyn Bibby, *Cheshire*	A,B,D,E,F,G,H,I
Christopher Smith, *Surrey*	A,B,C,D,E,G,I,J
Aidan Murray, Co. *Cork*	A,B,C,D,F,G,H,I
Chris Kerry, *Essex*	A,B,C,F,G,I,K,L
Matthew Weston, *Nottingham*	A,B,C,D,G,H,I,L
Chris Partridge, *East Sussex*	A,B,C,D,F,G,H,I
Matthew King, *Bromley*	A,B,C,D,E,F,G,I,J

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Adam Johnstone, *Wantage*	A,B,F
Pierre Dimba, *Tonbridge*	A,C,G
Ben Olney, *Kingston*	A,D,E
Kevin Watts, *Mansfield*	A,C,F
Lawrence Gilbey, *Bridport*	B,C,I
David Maguregui, *Wellesbourne*	D,E,G
Daniel Brooks, *Swindon*	A,B,F
Ciaran Spence, *Co. Antrim*	A,B,F
Miles Fearnley, *West Yorks*	B,D,E
Joachim Clauwers, *Belgium*	A,D,F
R. Knapman, *South Wirral*	A,B,E
Stephen Durant, *Bridgwater*	A,F,I
Simon Bell, *Co. Durham*	A,B,F
Herman Valk, *The Netherlands*	A,B,G
Michael Gapper, *Bristol*	A,C,F
Riccardo Riboldi, *Italy*	A,B,E
Adam Norman, *Nottingham*	A,D,E
Nicholas Bec, *Salisbury*	A,C,I
Paul Coulson, *Stamford*	A,B,F
Sebastian Bond, *Gloucester*	A,D,G
Ioan Rees, *Redditch*	A,B,G
Nick Hadden, *Co. Cork*	A,C,I
Tom Richardson, *Addingham*	A,C,H
Robert Kloosterhuis, *Holland*	A,D,F
Gordon Scales, *Nottingham*	A,B,F
Ian Renyard, *Ashford*	A,B,F
Phillip Renyard, *Ashford*	A,B,F
Andy Howard, *Cambridge*	A,B,D
Remco Van Wingerden, *Holland*	A,B,F
Mark Odell, *Derby*	A,D,E
Thomas Suckling, *Ipswich*	A,D,F
Dylan Foale, *Devon*	A,C,I
Lee Robertshaw, *Southampton*	A,E,F
Ian Gore, *Somerset*	A,B,F
Graham Cookson, *Kent*	A,B,H
Dave Bloemer, *Holland*	A,C,F
Andrew Hannath, *Swindon*	B,D,F
Erwin Zeevaart, *Holland*	A,F,H
Steve Paget, *Bonsall*	A,C,D
Richard Whitham, *Poulton-le-Fylde*	A,B,F
Philip O, *Herts*	A,D,H
Benjamin Lo, *London*	E,F,J
Robert Lynch, *Middlesex*	A,B,D
Owain Brimfield, *Isle of Man*	A,E,F
David Newbrook, *Staffs*	A,D,F
Alex Schwassmann, *Germany*	A,F,I
Chris Partridge, *East Sussex*	A,C,F
Jonathan Townsend, *Gwent*	A,E,G
David Myring, *Bristol*	A,E,F
Ben Davies, *Coventry*	B,C,J
Matt Peck, *East Sussex*	A,D,E
Mark Rundle, *Herts*	A,D,H
Richard Sutton, *Kent*	A,B,I
Mark Walker, *Bedford*	A,B,F
Jonathan Davies, *Coventry*	B,C,J
Sandy McKenzie, *Fife*	C,F,H
Adam Khattak, *Belfast*	A,C,F
Matthew Kitis, *Liverpool*	B,C,I
Joe Cape, *Stirling*	A,C,D
Ewen Summers, *Ayrshire*	A,B,D
Joachim Clauwers, *Belgium*	A,D,F
David Holmes, *Doncaster*	A,B,F
Tom Wyatt, *Staines*	A,C,D
Ben Stevens, *London*	A,E,F
James O'Sullivan, *Somerset*	A,B,D
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Luke Yeandle, *Abertillery*	A,D,E
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Matthew Weston, *Nottingham*	A,C,D
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Soton*	B,C,D
Daniel McCann, *Glasgow*	B,E,H
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Rod Bayliss, *Australia*	A,D,H
Russell Higgins, *Shropshire*	A,G,I
Wajahat Ali, *Blackburn*	A,C,E
Adam Bull, *Leeds*	A,I,K
Tormod Krogh, *Norway*	A,C,F
Remko Veenstra, *Holland*	A,F,G
Moe Aboulkheir, *London*	A,D,J
Oliver Bolton, *Kent*	A,C,F
James Garrity, *Liverpool*	A,B,E
Elidir Jones, *Gwynedd*	A,B,F
Alan Hooper, *Weston-super-Mare*	A,D,E
Steven Said, *Australia*	A,B,I
Alexander Filipowski, *Warrington*	C,F,J
Wayne Parkes, *Cornwall*	A,B,D
Joel Porter, *London*	A,E,F
Floryn Cleverens, *The Netherlands*	A,C,G
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Alex Wood, *Ipswich*	A,B,D
Steven Astley, *Wigan*	E,F,J
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Peter Campbell, *Belfast*	D,G,J
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William Shutes, *Norwich*	A,B,F
Simon Lyddon, *Devon*	A,B,D
Steven Smith, *Essex*	B,D,F
Henry Rummins, *Ashford*	A,B,D
Edward Rummins, *Ashford*	A,B,D
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Ashley Bennett, *Essex*	A,D,I
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Steven Mai, *Staffordshire*	A,C,D
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Alun Thomas, *Haverfordwest*	A,F,J
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Gokhan Kurt, *London*	C,H,I
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Myles Giles, *Huddersfield*	A,D,I
James McKeown, *Ayr*	B,D,I
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Robert Moore, *Co. Cork*	A,C,E
Paul Northend, *Middlesborough*	A,C,F
Emil Tanem, *Norway*	A,B,D
Michael Elderfield, *Canterbury*	A,D,F
Tjing Lam, *Netherlands*	A,E,F
Lesley Hodges, *Switzerland*	A,B,I
Tom Hill, *Wickford*	A,B,F
Mart V. D. Ven, *Holland*	A,C,I
David Conroy, *Lancaster*	A,B,C
John Addis, *Marlow*	A,B,D
Victor Supica, *Australia*	A,B,K
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Nils Meuzler, *Germany*	A,B,E,I
Jeremy Scoble, *Plymouth*	A,D,G,I
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Alex McIver, *Edinburgh*	A,B,C,F
Tom Walker, *Halstead*	A,E,F,H
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Afong Toh, *The Netherlands*	A,C,H,I
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James Hinton, *Knaresborough*	A,B,C,D
Michael Walker, *Londonderry*	A,D,H,I
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Joel Radford, *Australia*	A,B,C,D
Stuart Derbyshire, *Bolton*	A,B,D,G
Griffin Leadabrand, *Australia*	A,D,F,I
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David Park, *Tyne & Wear*	A,D,F,G
James Garrity, *Liverpool*	A,B,D,E
Michael Williams, *Cardiff*	D,H,I,K
Martin Flyn, *Kent*	A,C,D,F
Mikael Bogdanoff, *Finland*	A,F,I,J
Tom Carver, *Devon*	A,C,H,I
Steven Goacher, *Surrey*	A,B,D,H
Kevin Gurton, *Kent*	A,B,D,I
John Brockie, *Cumbria*	A,B,C,D
David and Chris Mason, *Plymouth*	A,B,D,I
Scott Winterburn, *Norfolk*	A,D,G,I
Jesus R. Membrive, *Spain*	A,D,G,I
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Paul Jerome, *London*	A,B,C,D
Gavin Cullen, *Earlston*	A,C,F,G
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Alain Keersmaekers, *Belgium*	A,B,C,F,J
David Lewis, *Birmingham*	A,B,D,E,F
Aaron Tuson, *Essex*	A,C,D,E,F
Simon Webber, *Wokingham*	A,B,D,E,F
Stephen Rogers, *Manchester*	A,C,E,F,H
Davy James, *Powys*	A,B,C,G,H
Pat Shields, *Co. Down*	A,C,D,E,I
Kevin Seeney, *Bury St Edmunds*	A,B,C,D,I
Benjamin Khan, *Bradford*	B,C,D,F,I
Kevin Loughlin, *Slough*	A,B,C,E,F
James Hegarty, *Belfast*	A,B,F,G,J
Nick Taverner, *Suffolk*	A,B,C,D,I
Per Nilsson, *Sweden*	A,B,D,F,I
Panagiotis Bagiokos, *Greece*	A,B,C,F,I
Roeland Van Straalen, *Holland*	A,B,C,F,I
Aynsley Welling, *Cyprus*	C,E,F,G,I
Charles Ayesa, *Australia*	A,B,D,G,H
Mark Green, *Cheltenham*	A,C,D,F,H
Chris Kerry, *Essex*	A,B,C,F,I
Daniel Metcalf, *Norwich*	A,C,D,F,G
Gearoid Reidy, *Co. Offaly*	B,C,D,E,G
Griffin Leadebrand, *Australia*	A,B,D,F,I.
Michael Middleton, *Huddersfield*	A,B,C,D,H
Richard Brady, *Essex*	A,D,F,H,I
Lawson Gavin, *Co. Offacy*	B,C,D,E,G
Steven Bigham, *Whitburn*	A,C,F,H,I
Ashley Hamilton, *Co. Tyrone*	A,B,D,H,I
Andre Bifleuen, *Holland*	A,B,E,G,I
Roger King, *Suffolk*	A,B,D,F,I
Ryan Bledsoe, *Knaresborough*	A,B,D,H,I
Peter Tweedie, *Woking*	A,B,C,H,I
James Smith, *Gloucester*	A,B,D,F,G
George Ioakimidis, *Greece*	A,B,C,D,H,I
Gavin Cole, *Tyne & Wear*	A,B,C,F,G,H
Jonathan Cole, *Tyne & Wear*	A,B,C,F,G,H
Joshua Takaoka, *Newbury*	A,B,C,D,G,I
James Register, *Surrey*	A,B,C,D,F,H
Stephen Mansfield, *Derby*	A,B,C,D,E,J
Jack Gilbey, *Bridgeport*	A,B,C,D,F,I
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Chris Gray, *Fife*	A,C,D,F,H,I
David Taylor, *Fife*	A,C,D,F,H,I
Justin Servis, *Co. Roscommon*	A,D,E,G,H,I
Alex Deas, *Scotland*	A,B,F,G,I,L
Max, Steven and Hal, *Dundee*	A,B,C,H,I,L

GO! GO!

challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge B — Diddy Kong Racing



What you must do: Finish the game in mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful Tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh and don't forget the DGG + with issue 11.

challenge C — Lylat Wars



What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Issue 8's free poster and the DGG + with issue 13.

challenge D — GoldenEye 007



What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64



What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings



What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — Turok: Dinosaur Hunter



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps



What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K — Yoshi's Story



What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.

challenge L — Banjo-Kazooie



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful Tips: A huge guide in issue 19 and the Double Game Guide + on the front of issue 20.

challenge M — 1080° Snowboarding



What you must do: Score over 80,000 in the Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful Tips: Issue 22's Double Game Guide + would be a good place to start.

challenge N — F-Zero X



What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do for this one, we're afraid. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful Tips: Plenty of hints in this issue's Double Game Guide +.

the rules

GAME BOY CAMERA PICTURES NOW ACCEPTED

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' plug on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.*



Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league. I include proof of my achievements in:

	A Super Mario 64		H Turok
	B DKR		I Blast Corps
	C Lylat Wars		J Wave Race 64
	D GoldenEye 007		K Yoshi's Story
	E ISS64		L Banjo-Kazooie
	F Mario Kart 64		M 1080°
	G Pilotwings 64		N F-Zero X

Please send my badge and certificate to:

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*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

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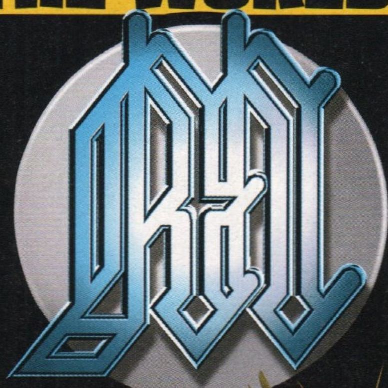
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DREAMCAST

VIRTUA FIGHTER 3 heads up our coverage of SEGA'S new launch. Hear what we reckon to it…

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Cheap games! Money to be made! Fanzines for sale! Help at hand! What more could you ask for?

CONTACT

PENPALS

• Hi! If you want a penpal with an ecstatic sense of humour to talk about life, N64 and footy, write to Toby, 9 Florence Place, Falmouth, Cornwall TR11 3NJ.

• 12-year-old boy looking for penpal aged 11 to 13. Male or female but must like Nintendo. Trade cheats, photos etc. Write to Daniel Boylan, 9 Melrose Grove, Clondalkin, Eire, Dublin.

• 13-year-old male would like 13-year-old female penpal. Must like James Bond, N64s and South Park. Please send details and photo to Alex Malric-Smith, 10 Vicarage Close, Menheniot, Liskard, Cornwall, PLI4 3QG.

• 13-year-old male wants male/female penpal aged 13-15 years. Must like Nintendo and be English. Ring Paul on 01752 250320 or write to 28 Mirador Place, Mount Gould, Plymouth, Devon PL4 9HE.

• 13-year-old boy wants teenage girl who loves N64. Write to Gareth at 34 Addison Close, Lancing, West Sussex, BN15 9TD.

• Looking for male penpal to talk about N64 stuff. I am 13 years old, like football and love my N64. Reply to Riccardo Favaretto, 9 Arnprior Rd, Glasgow, G45 9HG.

• Penpal Wanted! 11-13 years old. Want an expert game player. Call or fax on: 0191 537 3037, after 8.30pm. Thanks!

• Computer games mad person after a penpal aged 10-13. Hobbies – computer games, music and football. Write to Lee Sowerby at 98 Clough Hall Rd, Stoke-on-Trent, Staffs, ST7 1AW.

• Foreign penpals wanted aged 10-12. Interested in N64 competitions, music, movies and sports. Write to Sean Kenny, 7 Kirkbrae, Innerwick, Dunbar, Scotland, EH42 1SD.

• Penpal wanted! Must be Norwegian and 12-years-old. My interests are: Nintendo, movies and music. Write to Daniel Syversen, Grevlinstein, Fredrikstad, Norway, 1615.

• Male or female penpals wanted! 15-18, loves N64, rap music and movies. Write to Adam Carruthers, 44 Crofton Ave, Croftfoot, Glasgow, G44 5HZ.

• Friendly, considerate penpal wanted. Aged around 10. I am mad on Nintendo, Yoshi and the *Zelda* series. Call Greg on 0117 908 3789.

• Penpal wanted! Must like N64, music and football. Must have a sense of humour. Please e-mail lee at lburley@edenhamhigh.sch.uk

• Penpal wanted aged 10-12. Interests in N64, football and a good sense of humour. Likes Simpsons. Write to Martin, 4 Innage Lane, Bridgenorth, Shropshire, WV16 4HL.

• Penpal wanted aged 10-12. Interests: Football, netball and sports. Loves N64. Write to Kara Panetta, 2 Fordell Road, Cadham, Glenrothes, Fife, KY7 6SA.

• Penpal wanted around 10-13 years old. Must like N64, music and football (any team). Write to Jen Boylan, 90 Hinckley Rd, St Helens, Laffick, Merseyside.

• Penpal wanted aged 12-14, male or female. I like N64, James Bond movies, snowboarding and surfing on the Internet. David Joergensen, Brattbakken, Uzefoss, Norway, 3745.

• Penpal wanted aged 11-13. Must have sense of humour and interest in N64, rollerblading and baseball. Write to Gaby Everett, 4 Long Row, Tibenhane, Norfolk, NR16 1NZ.

• Penpal wanted, aged between 11-14. Enjoy playing on N64, favourite game is *GoldenEye*. Also like football and movies. Funny sense of humour. Chris Harris, 10 Felsted Close, Pontprennan, Cardiff, South Wales, OF2 7LR.

• Penpal wanted. Any age over 10, boy or girl. I like Man United, horror movies and N64s. Write to Richard Clark, 163 Highfields, Brackla, Bridgend, Mid Glamorgan, Wales LF131 2PR.

• Sarah and Sadie want 14 -15-year-old male penpal. Interested in music and having a laugh. Please send a photo. Sadie and Sarah Macleod, Bagmoor Cottage, Milford Rd, Elstead, Surrey, BU8 6LA.

• Penpal wanted, aged 14-16. Likes Nintendo, TV and football. Needs sense of humour. Write to Gilliam at 17 Chilton Close, Darlington, Co.Durham, DL3 8RQ.

• Penpal wanted aged 12-15. Must love anything to do with James Bond or Nintendo 64. Write to Lee, 92 Quarry Ave, Bebington, Wirral, L63 3HQ.

• Penpal wanted! 9 -12-year-old fan of James Bond. If this sounds like you write to Robert Simpson at 78 Mayfield Rd, Sutton, Surrey, SM2 5DT.

• 10 – 11-year-old wanted as friend and N64 frenzied person. Like a good laugh and would prefer a boy pal. Ray Beadon, 11 Crushes Close, Hutton, Brentwood, CM13 1PB.

• 17-year-old bloke wants female penpal aged 15-17 who preferably enjoys sport, Nintendo, music and has a GSOH. Write to Dave, 10 Middle Walk, Tunbridge, Wells, Kent, TN2 3HH.

• Penpal wanted, 8-12 years. Interests: N64, movies and music. Write to Andrew Lemon at 5 Helgor Park Mews, Belfast, BT4 2GX, Northern Ireland.

• I am Jack Tappin and I am looking for a male penpal around 11. I like N64, Point Horror, chocolate, humour and South Park. Contact 01606 854 376.

• 12-year-old boy looking for penpal, boy or girl aged 10-15. Contact James at 2 Springetts Born, 188 Broadwater Rd, West Mallory, Kent ME19 6HU.

GAMES WANTED

• *Wetrix, Mario, Turok, Bust-a-Move 2* or *Blast Corps* tips books wanted. Send information to Chris Gwilliam, 10 Astone Close, Berryhill, Coleford, Gloucestershire, GL16 7TH.

• I want *1080° Snowboarding* now! Will swap *Mario 64, Blast Corps, Diddy Kong Racing, WWF Warzone* or *GoldenEye*! If you have it please phone 01948 830 725 now!

• Wanted – *Final Fantasy III* (US) for the SNES. Will pay up to £25. Call Francis on 01547 427 0092.

• Wanted *Banjo-Kazooie*. If you are willing to sell please contact Matthew on 01582 867549.

• Wanted: *Chrono Trigger, SF Alpha 2, Final Fantasy III* player's guide. Will swap for N64/SNES game/s or pay cash. Call Adam on 01276 502012.

• *Final Fantasy 2/3, Chrono Trigger* and many other good condition RPGs wanted. Very good price paid or trade for N64 games. Call 01477 532324.

• Wanted – *F1 World Grand Prix* in good condition. I will pay £20. Call Shaun on 01359 221020.

• Wanted SNES RPGs, *FFIII, Chrono Trigger, BOF, BOF 2, Lufia 2, Mana* etc. Good prices offered. Also **N64** Magazine No.11. Phone Malcolm 01704 834458 (daytime).

• Wanted! *Turok* or *WWF Warzone*. No more than £30. Call Danny on 01708 501750.

• Wanted V3 or Top Gear Logic steering wheel, *San Francisco Rush* also wanted. Ring Max on 0115 932 1479.

• *F1 World Grand Prix* and *Forsaken* wanted. Together or separate. Phone James on 0181 697 3810 (evenings).

• *Mission: Impossible*. Desperate! Will swap for *Lylat Wars* or willing to pay up to £30. Call Alex on 01284 787755. Weekends: 01284 843900. Hurry!

• Sega Game Gear games wanted. Especially any of *Micro Machines* or *Mortal Kombat* series. Phone Paul on 01705 798260, after 6pm.

• *Rampage World Tour* and *NBA Courtside* wanted. Will pay between £18 and £22. Write to Tom Hutchings at 31 Silverdale St, Kempston, Bedford, MK42 8BE.

• I'll pay £30 for *F1 World Grand Prix* (US) or *Body Harvest* (US) and £5 for **N64** Magazine issue 14. Contact Ben 0114 266 7478. chp96b1a@sheffield.ac.uk.

• SNES with *Zelda*. Any other games if possible. Also N64 games wanted: *WCW vs NWO* or *Fighters Destiny* preferably. £30 for SNES. Tel Luke on 01787 278710.

• Wanted! *Forsaken* or *Diddy Kong Racing*. Will swap for *Fighters Destiny* or *Mario 64*. Tel: 01829 733083 after 4pm and ask for Chris.

• Will pay £20 for *F1 World Grand Prix, NFL Quarterback Club, NBA Courtside* or *Maddan '99* (boxes good). Will pay £10 for an excellent condition 256K memory card. Call Mark on 0181 561 6985.

FANZINES

• I want issue 12 of **N64** Magazine. Please call Hayden on 01482 871 800.

• **N64** Magazine issues 11-17 for sale. From £3.50 (with guide £3.75). For more information e-mail me at: ed_mason64@yahoo.com or tedd_mason@hotmail.com.

• Gorgeous colour Zelda posters handmade by me! One for £1. Send to Dave Bloemer, Kerkrade 647IVJ, Nieuwenhagemweg 31, Holland. First respondent gets extra gift!

• Pulse Interactive multi-format fanzine. Reviews, previews, tips, cheats and much more. The only fanzine you'll ever need. 42 pages, £1 per copy. Call Shaun on 01634 849866.

• Wanted: Issue 9 of **N64** Magazine, must be in good condition with extras. Will pay £10 if in good condition. Phone Robert on 01203 302043.

• N64 fanzine, cheats, tips, Datel codes, reviews, pictures, previews and competitions, all for the humble price of 75p – hand delivered! Interested? Write to James Roberts, 49 Galday Rd, West Kirby, Wirral, Merseyside, England, L48 2HF.

• Issues 1-22 of **N64** Magazine with all Double Game Guides and video. All surprisingly good condition. Call Aaron 01845 587238. Prices applicable. Bulk or separate sending.

• N64 Zone issue 3 now available for £1.50. Includes reviews of *Lylat Wars, Mario 64* and more.

• **N64** Magazine issues 1-22 with all Double Game Guides etc. for sale. £40 ono or swap for good game. Phone Matt on 01276 27770.

• 20 copies of issue 1 with video, £10. 10 copies of every issue after that with gifts, books, etc. £5. Unread quality, free delivery. E-mail jas4u@hotmail.com

• Issue 3 of **N64** Magazine desperately wanted. Must be in good condition. Willing to pay £3.50 for it. Phone Chris on 01463 220251.

• *Final Fantasy VI* music for sale, three CDs – highly collectable £40

GO! GO!

ono. Also Amano *Final Fantasy* Japan artbook. Tel Peter on 01903 783144.

• 7 inch *Final Fantasy VII* models inc. Cloud, Sephiroth and Aerith. Highly collectable: £10 each. Also Amano artwork (very rare). Call Peter on 01903 783144.

HELP WANTED

• I have two car games and have always wanted a steering wheel but find the ones in the shops too expensive. Could you help? Phone Douglas on 01851 890249.

• Desperately wanted! Turok and Spiderman comics. Posters and memorabilia. Will pay reasonable price. Contact Chris King, 20 Buchanan St, Dumbarton, Scotland G82 1JA.

• Wanted! Any material of late rapper Eazy-E; videos, CDs, posters etc. Write to Adam Caruthers, 44 Crofton Ave, Glasgow, G44 5HZ.

• Can anyone tell me how to complete challenge J (*Wave Race*) from Skill Club 64? E-mail me at alex@orrockhouse.freeserve.co.uk

• **N64** Magazine issues 12 and 13, both in good condition with DGG +. Will pay £5 or £6 including postage. E-mail Rushd on skbajwa@iol.ie please!

• I'm stuck on the train roof in *Mission: Impossible*. If you can help phone Craig on 0141 0133 546 between 4.30 and 5pm. Thanks.

• Please help! I am Jack Tappin and I am stuck on *GoldenEye* time cheats. I can't get the secret levels up either. Help! Contact me on 01600 854376.

GAMES TO SWAP

• Will swap my *Turok* and *Tomb Raider 2* for your *Mission: Impossible* or *Banjo-Kazooie*. Phone 01823 490571.

• *FIFA 98* to swap for *Pilotwings*, *Quake*, *Turok* or *Extreme G*. Call Simon on 01442 381574.

• Swap *Mario Kart 64* for *Super Mario 64*. Call 01708 559928.

• *Duke Nukem 64*, with cheats and in good condition. Will swap for *Banjo-Kazooie*, *GoldenEye*, *Bomberman* or *WCW vs NWO*. Call 0114 274 6027.

• N64 console, two joysticks and two games, *Mortal Kombat Trilogy* and *GoldenEye*. Will swap for PlayStation and games. Will also swap games only. Call Martin on 0181 641 6947.

• Swap *Lylat Wars* with rumble pack (boxed, good condition) for *Extreme G*, *Top Gear Rally* or *Forsaken*. Phone 07957 934327.

• *Turok*, *Wave Race*, or *Star Wars* to swap for *Goemon*, *Yoshi's Story*, *Snowboard Kids* or *Wetrix*. Call 01483 427121.

• Will sell *FIFA 64* for £12 ono or swap for any other average game that you don't want. Please call Iain on 01635 551710 after 4pm.

• I would like to swap my good condition *Yoshi's Story* for a good condition *Top Gear Rally*, *GT64*, *Goemon* or *WWF*. Tel 0151 727 2270.

• Will swap *FIFA '98* for *Diddy Kong Racing*. Phone Ellis on 01462 458682.

• I will swap *Turok* or *Diddy Kong Racing* for *Banjo-Kazooie*, *ISS '98* or *Mission: Impossible*. Tel 01606 47749.

• *ISS64* with memory card and rumble pak to swap for *GT64*, *F1 World GP* or *ISS '98*. Call Desmond Wing on 0181 314 5462.

• Will swap *Forsaken* or *Madden 64* for *Goemon* or *GT64*. Will also swap *Madden 64* for *WWF Warzone*. Call Jordan on 01274 682735 after 4pm.

• I am willing to swap *Lylat Wars* or *Bomberman 64* for any good game. Call Tom Gabbott on 0131 663 2576.

• Would anyone swap *Lylat Wars* for my copy of *MK Trilogy*? Call Chris on 01993 843954 after 4pm.

• I give you Game Shark, you give me Action Replay. (Note: will only work on import N64.) Will also sell for £40. Contact Daniel on 01451 844392.

• I will swap *Mario* or *Wave Race* for *Mystical Ninja*, *WWF Warzone*, *F1 World GP*, *Fighters Destiny*, *Banjo-Kazooie* or will sell each for £30. Call Luke on 01483 760035.

• Will swap my *ISS64* (as new) for your *Snowboard Kids* (must be in good condition). Call Colin on 01693 752 335 after 4pm.

• *Super Mario 64*, *Mario Kart 64*, or *Lylat Wars*. Will swap for *Goemon*. Ask for Max on 0121 777 4390.

• I'd like to swap *Clayfighter* for anything except *Banjo*, *WCW vs NWO: World Tour*, *GoldenEye* or *Mario Kart*. Call 01622 686895.

• I'll swap my copy of *Diddy Kong Racing* for *Wetrix* or *FIFA: RTWC '98*. Tel: 01795 877083 and ask for James.

• Willing to swap *Lylat Wars* for *Snowboard Kids*, *Pilotwings 64* or *ISS64*. Phone Andrew on 0181 346 6281.

• I really want *Diddy Kong Racing*, so if you give me it I'll give you *Blast Corps* and £5. Call Marc on 0191 415 3969 now!

• Will swap *Lylat Wars* for *World Cup 98* and will throw in *Mortal Kombat* for free. Phone 01305 832430 and ask for Jamie after 3.30pm.

• I will trade *Lylat Wars* for any good games scoring over 70% in **N64** Magazine. Call Mat on 0121 323 3732.

• I will swap *Forsaken* for *Duke Nukem 3D* or *TGR* or sell for £35 (negotiable). Call Ashley on 0181 673 0570.

• I will give you *Mario Kart 64* for any N64 football game. Call me on 0181 668 8766.

• Swap *Clayfighter* and memory card for *Fighters Destiny* or *Robotron 64*. Tel 01424 712793 and ask for Jerome.

• *FIFA 98* with box and instructions, will swap for *ISS64* or *ISS '98*. Good condition needed. Will also sell for £35. Call 0181 755 1877.

• *Mario Kart* or *Diddy Kong Racing*, will swap for *Turok* or *Duke Nukem*. Tel Kevin on 0181 560 3218.

• I will swap *Wave Race* or *Pilotwings* for your *Mario Kart* or both for *Goemon* or *GoldenEye*. Contact Alex on 01229 433661.

• Will swap *Fighters Destiny* for *MK4*, *Top Gear Rally* or *Star Wars*. Call Anthony on 01536 400620.

• Swap *Yoshi's Story* or *Fighters Destiny* for *GT64* or *Forsaken*. Call Taz on 0181 552 7840 between 10am and 5pm.

• I'll swap my *Diddy Kong Racing*, *Wave Race*, *Snowboard Kids* or *Mario*, for *GT64*, *All Star Baseball* or *Mario Kart*. Games must be in excellent condition like mine. Ring Luke 07771 818300.

• I will swap *F1 Pole Position* for *Kobe Bryant in NBA Courtside* or *Rampage World Tour*. Tel 01977 684723 between 4.30pm-9pm.

• *Shadows of the Empire*, sale or swap. Any good game considered. Call 01244 347001 from 4.30pm onwards. Also would like any old **N64** Magazines.

• Will swap *DKR* for a good condition PAL copy of *Turok*, or will sell for £28 ono. Call and ask for Jack on 01902 685130.

• Will anyone swap my *Mystical Ninja* or *Mario 64* for *Mario Kart* or *Diddy Kong Racing*? Call James on 01708 444447.

• Will swap *Chameleon Twist* for either *Banjo-Kazooie* or *Mystical Ninja*. Call me if interested on 01475 675287 and ask for David.

• *Mario 64*: Will swap for *Extreme G* or sell for £30 ono. Good condition. Call Chris Stanley after 6pm on 01874 730914.

• Would anyone swap *Diddy Kong Racing* or *Mystical Ninja* for my copy of *Wave Race 64*. Tel 01273 587054 and ask for Paul.

• My *Snowboard Kids* or *Fighters Destiny* (both PAL) for sale. £22.50 each or swap for *NBA Courtside* or *Forsaken*. Phone Jack after 6pm on 01223 361108.

• Will swap Arcade Shark Pad for official Nintendo pad. Must be in good condition. Phone 0121 445 3845 and ask for Richard.

• I'll swap *Turok*, *Nagano* and *NHL Breakaway* for *Extreme G*, *WCW vs NWO* or *Wetrix*, or will sell them for £25 each. All boxed with instructions. Call 01494 837281.

• *Banjo-Kazooie* killer seeks new prey. Likes taste of *Wetrix*, *Snowboard Kids*, *Yoshi's Story* (mmm... Yoshi), *Goemon* or £40. Call 01984 632133 and ask for Conrad the Ripper.

• I will swap my copy of *ISS64* for either *Fighters Destiny*, *Wetrix*, *WWF Warzone* or *1080° Snowboarding*. Call Luke on 01483 760035.

• Will swap *WCW vs NWO* for *Shadows of the Empire*. Call Vir on 01788 336727 from 6-9pm.

• *GoldenEye* with all cheats, will swap for *F1 World GP* or *ISS '98*, or any other good game. Phone also if you need *GoldenEye* completed. Call Adam on 01846 664164.

• Will swap my *NBA Hangtime* for *Extreme G* or *San Francisco Rush*. Tel James on 01795 877083.

• Will anyone swap *NFL QuarterBack Club* for *Turok*, *Wave Race*, *Extreme G* or *WWF Warzone* (all must be in good condition). Contact Steven on 01622 738044 after 4pm.

• I will swap *FIFA 98* or *Snowboard Kids*. Any titles considered. Call Daniel Whyte on 01234 404153 (Bedford).

• I'll give you *Top Gear Rally* for *Mario Kart 64*. Ring 01934 863005.

• Desperately seeking a copy of *Mystical Ninja* on the SNES. Must be PAL and good condition. Top price paid. Call Toby on 01480 433843.

• Swap *Super Mario 64* and *Blast Corps* for *Lylat Wars*, *Diddy Kong Racing* or *Wave Race*. Phone Glen on 01502 583596.

• Will swap my *ISS64* or *Mario* for any game. Write to Chris Ellis, 83 South Ham Rd, Basingstoke, Hampshire, RG22 6AB.

• Will swap *Lylat Wars* plus Rumble pak and *NBA Courtside* for anything. Write to Ray McElroy, 87 South Ham Rd, Basingstoke, Hampshire, RG22 6AB.

• Will swap mint *Fighters Destiny* for *Dark Rift* or *Mace*. Must be in good condition. Call Nosheel on 01274 665811 after 4pm.

• I've got *World Cup*, *Lylat Wars* and *Quake*, will swap for *Banjo*, *Forsaken* or *WCW vs NWO*. Phone Mark on 0161 284 1559.

• Will swap my *GoldenEye* for your *F-Zero X* with converter, or PAL/NTSC *WWF Warzone*, or sell for £42. Call Nick on 0181 512 7011.

• Will swap *Turok* for *Banjo-Kazooie* or *Yoshi's Story*. Call Carl on 01606 47749.

• Will swap *MRC* and *FIFA 64* for either *Mario Kart* or *FIFA 98*. Phone Luke on 0151 261 0219.

• I will swap my *Quake 64* for your *Snowboard Kids* and my *Wetrix* for your *Pilotwings*. Call James on 01732 842466 between 6.30 and 9pm.

• Will swap *Fighters Destiny* for *Turok*, *Quake* or *Doom*. My game is boxed with instructions. Call Matt on 01483 274405.

• Will swap *Diddy Kong Racing* for *Forsaken 64*. Call Robert on 01276 20187.

• I will swap my *ISS64* for *Wetrix*, *Cruis'n USA*, or *San Francisco Rush*. Phone Matthew on 01234 853365.

• *Mario Kart*, swap for *Lylat Wars*, *Snowboard Kids* or *Wave Race*. Phone David on 01279 860324.

• Will swap *Super Mario 64* or *Chameleon Twist* for *Goemon* or *Wetrix* or sell for £30 each (*Mario* with guide). Call 01481 44783.

• Will swap *Fighters Destiny* for *Lylat Wars* or *Mission: Impossible*. Ask for Phil on 01703 650137 after 3.30pm.

• I will give you my good condition *GoldenEye* for your *Goemon*, *Wave Race* or *Pilotwings*. Ask for Sam on 01476 870331.

• Want to swap *Star Wars*, *Mario Kart* and *Duke Nukem*, for *WWF Warzone*, *ISS64*, *FIFA 98* or *Chameleon Twist*. Tel 01527 455453.

• *Lylat Wars* with Rumble pak to swap for *WWF Warzone*. Phone Ismael on 0171 753 2539.

• I will swap *Mario Kart 64* (unboxed) for *Snowboard Kids* or *Cruis'n USA*. Call Matty on 01253 293482.

• Will swap *Mario Kart* (US) for *GT64* (UK). Call Jonathan on 01424 445008.

• Will swap *Mario 64* or *Mario Kart 64* for *1080°* or *San Francisco Rush*. Contact Mike on jbm.murphy@btinternet.com

• Will swap *Banjo-Kazoozie* for *Mission: Impossible*, *1080°* or Action Replay and *Rampage World Tour*. Must be boxed with booklet and in good condition. Write to Daniel Boylan, 9 Melrose Grove, Clondalkin, Eire Dublin 22.

• *Diddy Kong Racing* – will swap for anything other than *San Francisco Rush*. Tony Carter, 37 New Road, Grear Baddow, Chelmsford, Essex, CM2 7QT.

GAMES FOR SALE

• *Mace* £30, *Turok* £25, *Extreme G* £25. All mint, boxed and with instructions. Call Damien on 01767 682512.

• Anyone want *F1 Pole Position*? I'll sell it for £25 or swap for *TGR* or an Action Replay. Call Ross on 0131 665 8048.

- NES console with 12 classic games including *Super Mario 3*, *Duck Hunt* and *Top Gun*. Two controllers, joystick and light gun. Call 01483 851972.
- SNES games: *NBA Jam*, *Donkey Kong*, *Mario All Stars*, £10 each. Call Sachin on 01623 793878.
- *Blast Corps*, *Mischief Makers*, *Pilotwings*, *Goemon*, *Snowboard Kids*, *Lylat Wars*. All in brilliant condition, £20 each. Call Steven on 01656 735595.
- *Speedy Gonzales* on Game Boy, £3. Call Aaron on 01274 636029, 4-7pm.
- *Top Gear Rally* in new condition, instructions and cheats included. Plus free Nintendo games video, £30 the lot. Call 01652 656347.
- SNES, *Return of the Jedi*, *Mario All Stars*, *Killer Instinct*, *Mario Kart*, £100. Call Kevin on 01883 340121.
- US Games: *Blast Corps*, *Pilotwings 64*, £25 each. *Turok*, *Diddy Kong* £29 each. All in excellent boxed condition. Call Aman on 01628 602326.
- *Banjo* for sale £38. Call Henry on 01274 861766 after 6pm.
- *Fighters Destiny*, fully boxed, with instructions, yours for £20. Call Simon on 0181 805 5645.
- For sale/swap: *Bomberman*, *Pilotwings*, *Goemon*. Reasonable offers only. Ring Luke on 01287 278710 after 5pm weekday, anytime weekends.
- *Mario 64* £35, *Lylat Wars* and Jolt pak £40, *Sub Zero* (US) £20 and Action Replay £25. Will also swap. Call 0181 843 0733 after 5pm.
- *Lylat Wars* and Rumble pak for sale, £30 ono. Manual but no box. Phone Ian on 01527 540122 after 6pm. Buyer must collect.
- 1Mb memory card for sale, still in box and unused, £10. Call Chris Staveley on 01874 730 914.
- *Turok* and *SOTE* for sale, perfect condition with instructions, £30 each. Call David on 0181 444 5266 after 5pm.
- *Extreme G* or *Blast Corps* £30 or decent offers considered. I'll also give my third arm for a spare brain. Contact Lloyd on 01246 555410.
- N64 with two controllers, two Rumble paks, *Mario Kart 64*, *Lylat Wars* with Rumble pak, *GoldenEye* (US) with adaptor, *Diddy Kong Racing* and *Bomberman*: £235. Contact Clive Bond at 50 Kestor Lane, Longridge, PR33 AE.
- *Yoshi's Story*, excellent condition including soundtrack CD £30. Will swap for *Forsaken*, *Mission: Impossible*, *Turok*, *Madden*, *Quake*, *Wetrix*, *WWF Warzone*. Call 01342 325172.
- *GoldenEye*, *Diddy Kong Racing*, *Mario Kart 64*, *Mystical Ninja*, *Yoshi's Story*, *Wave Race 64*, *Top Gear Rally*, *Blast Corps*, *Extreme G*, *Mischief Makers*, £25 ono each. *ISS64* £20 ono. All in excellent condition, boxed with instructions. Call Rony on 0181 573 0930.
- *WCW vs NWO* for sale, £35, box and manual, phone Rory on 01902 784595 after 5pm.
- Will sell *Mario 64* for £35 or swap for *TGR* or *Kobe Bryant NBA*. Contact Rich on 0121 445 3845.
- For sale: *Mortal Kombat 2*, *Theme Park*, *The Mask* (all on SNES). Contact Nick on 01543 252187.
- *Blast Corps* for sale £35 ono. Mint condition with box and instructions, may swap. Call Matthew on 0161 773 2597 between 5-7pm.
- *Mario 64*, perfect condition, £25. Boxed with instructions. Ring Jon on 01484 842229 after 6pm.
- Buy my *F1* £30, *Top Gear* £20. *Yoshi* £15, *Bust-a-Move* £15. Call Laurie on 0161 485 3133.
- *F1 Pole Position* and *Nagano*, £35 each ono. Both excellent condition with instructions. Call Simon on 0181 393 7039.
- *1080°* (USA) with a convertor for £50. Both perfect condition and boxed. Phone 01276 473934 (Surrey) and ask for Eddie.
- *Forsaken*, *Diddy Kong Racing*, *ISS64*, *Blast Corps*, *Mario 64*, all £25 each. *Pilotwings 64* £20. Consider swap. Call Craig on 01375 377523.
- *WCW vs NWO* with Spook controller pak (1Mb) £30. Mint condition. Will swap for a Game Booster. Must be collected. Call 0151 531 8762.
- PC games for sale. *Virtua Cop*, *Screamer 2*, *Mega Race 2*, *Rebel Assault 2*. £10 each, or all for £35. I have issues 1-20 of **N64**, collectors item! £4 each, £70 altogether, contact robert.crawford@virgin.net.
- *Yoshi*, *Mario*, *DKR*, excellent condition, all with manuals, all boxed. £25-30. Ring Ray on 01245 322850 after 6pm.
- *Pilotwings*, *Turok*, £25 each. *Mario*, *Mario Kart*, *Wave Race*, *Extreme G*, *Blast Corps*, *Lylat Wars*, £30 each. £200 the lot. All PAL and good condition. Ring Simon on 0191 234 3123.
- *Lylat Wars* £20, *Mario Kart* £20, Both for £35 or swap for *Mystical Ninja*, *Warzone* or *Turok*. Call Farook on 0181 521 4871 (evenings).
- *Yoshi's Story* in good condition, fully boxed with booklet, £25. Call Sam on 01483 832293.
- *Lylat Wars* plus guide, *Snowboard Kids*, £26 each. *F1 Pole Position* £20, *Yoshi's Story* £32 ono. All as new. Ring Robert 0181 441 0228 (evenings).
- *Mario Kart* (NTSC) £30, Gamester steering wheel £50 or £75 for both. N64 (no joypad) £60 or £130 the lot. Ring Jimmie on 0121 353 1673.
- *F1 World Grand Prix* new, fully boxed unwanted gift £35 or will swap for *Mario 64* or *Banjo-Kazooie*. Must all be boxed. Ring Paul on 01703 230303.
- Eleven top Nintendo games for sale. All very good condition £275 the lot or £30 each. Includes *GoldenEye*, *Top Gear* and *ISS*. Call Chad on 0956 808253.
- *Yoshi's Story* £30 or *SM64* £35. Call Josh on 0191 491 1367.
- Mint condition N64, *Mario Kart*, *FIFA 98*, *Starfox*, memory pak and two controllers, all manuals, boxes etc. All NTSC. £170! Call Adam on 01276 502012.
- *Top Gear Rally*. Four months old, perfect condition £30. Call Andrew on 01622 727486.
- *Yoshi's Story* £30 and *Cruis'n USA* £25 or both for £50. Will swap for *MRC*, *Iggy's Reckin Balls*, *Bomberman 64* or *Aero Gauge*. Ring Andrew on 0114 245 2419.

Cut out and send



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THE RULES

Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

I have read and understood the conditions for the inclusion of this free reader ad.

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Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath BA1 2BW

Club 64 DIRECTORY

Slick, new and ready to go, Directory now boasts a leaner physique. Just have a squint...

How it all works

NEW! Yep, we reviewed some of the games in Directory almost TWO years ago so, whilst they might have deserved their mark then, they don't now. Hence the new Star Mark, which shows how we feel the game compares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

A GRACKLER CAM 64

23% 1 — Publisher • Price • No. of players • Rumble pak • Type of save • Expansion pak • Issue reviewed • Reviewer (see opposite)




It's true! We have no comprehension of the English language and, yet, we are born and bred in England! Not bad going considering. School? Yep, we heard there was such a thing, but we don't ever go.

TOP TIP • One nit a boy was slepping when a grackler cam and then a navre. • Be sure, we will write like this at every opportunity. Foreigners will also embarrass us.

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if are games good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock

HIGHLY RATED

Your at-a-glance guide to the highest-rated games in Directory.

1	Super Mario 64 96%
2	Turok 2 95%
3	GoldenEye 007 94%
4	F1 World Grand Prix 93%
=5	Banjo-Kazooie, ISS'98, ISS64, Madden 64 92%

UK Game releases

1080° SNOWBOARDING

89% 4 — Nintendo • £40 • 1-2 players • Rumble pak • On-cart • Issue 21 • MK




Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through. Great.

TOP TIP Issue 22's Double Game Guide features more than enough tips and hints to enable you to access all the secret boarders.

AERO FIGHTERS ASSAULT

58% 1 — Konami • £55 • 1-2 players • Rumble pak • Controller pak • Issue 16 • MK

Good in spells, but flawed and disappointing at length. *AFA* feels realistic enough but is too dull, to often.

TOP TIP To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

AERO GAUGE

10% 0 — ASCII • £55 • 1-2 players • Rumble pak • Controller pak • Issue 17 • MK

A real stinker of a *Wipeout* clone with game-affecting pop-up, cheating computer opponents, and terrible controls.

TOP TIP If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

ALL-STAR BASEBALL

84% 3 — Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 22 • TW

A meticulously realistic baseball sim, with excellent hi-res graphics and ultra-detailed gameplay. The Americans adore it.

TOP TIP Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR

AUTOMOBILI LAMBORGHINI

67% 2 — Titus • £30 • 1-4 players • Rumble pak • Controller pak • Issue 10 • TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

TOP TIP Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.

BANJO-KAZOOIE

92% 5 — Nintendo/Rare • £50 • 1 player • Rumble pak • On cart • Issue 18 • JA




Rare's mastery of the N64 hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable *Mario*-alike.

TOP TIP After you've drained the sandcastle in Treasure Trove Cove, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BIO FREAKS

76% 3 — GT • £40 • 1/2 players • Rumble pak • On cart • Issue 20 • JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front. Fun for a blast every now and then.

TOP TIP Disable blocking, and do nothing but shoot during the fight for a guaranteed win. • Hold left on the D-pad and press Start to switch to first-person.

BLAST CORPS

88% 5 — Nintendo/Rare • £30 • 1 player • On cart • Controller pak • Issue 5 • JS




Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

TOP TIP Re-enter a race after 'doing' it to race against your very own ghost. • Blast Corps was Double Game Guided in issue 16.

BODY HARVEST

91% 5 — Gremlin • £40 • 1 player • Rumble pak • On cart • Issue 22 • TW




Brilliant alien shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles to pelt about in and the biggest worlds on the N64.

TOP TIP Tactics... when facing off against a boss, the best tactic is to be in a vehicle. Failing that, keep circling them. This prevents them getting a lock-on.

BOMBERMAN 64

50% 1 — Hudson/Nintendo • £50 • 1-4 players • On cart • Issue 8 • ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

TOP TIP Collect all 100 cards and complete the game to open up a whole new hidden world.

BOMBERMAN HERO

66% 2 — Nintendo • £40 • 1 player • Rumble pak • On cart • Issue 21 • TW

Uninspiring 3D adventure, but strangely compulsive at times. Up against *Banjo*, mind, it

looks a tad tired. And there's no multiplayer.

TOP TIP *Hold A, B and Z to open the level select menu. • Complete the hidden planet to enable the Gold Bomber mode.*

BUCK BUMBLE

70% 2 — Ubi Soft ● £50 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 20 ● JP

Dodgy graphics and unconvincing controls, but not the worst shoot-'em-up we've ever played. Try before you buy.

TOP TIP *On the D-pad push Left, Right, Up and Down and hold for two seconds. Then push Right, Right, Left and Left for infinite weapons.*

BUST-A-MOVE 2

80% 4 — Acclaim ● £40 ● 1/2 players ● Controller pak ● Issue 17 ● JA

Don't be put off by its dodgy graphics. One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP *Press Left shoulder button, Up on the D-pad, Right shoulder button and Down on the D-pad on the title screen to open up Another World.*

CHAMELEON TWIST

70% 2 — Ocean ● £40 ● 1-4 players ● On cart ● Issue 10 ● JD

There are thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.

TOP TIP *If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleonesque liveliness.*

CLAYFIGHTER 63⅓

24% 0 — Interplay ● £20 ● 1/2 players ● On cart ● Issue 9 ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

TOP TIP *Breaking the cart open reveals several chips of varying thickness, which can be stacked together to prop up wobbly chairs, tables etc.*

CHOPPER ATTACK

81% 3 — GT ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition, with good replay value.

TOP TIP *On the 'press start' screen, press Top-C seven times to access the hidden level select option.*

CRUIS'N USA

24% 0 — Nintendo ● £30 ● 1 player ● Rumble pak ● On cart ● Issue 13 ● TW

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

TOP TIP *After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad for a minute and a severed head will roll by.*

CRUIS'N WORLD

38% 0 — Nintendo/Midway ● £30 ● 1-4 players ● Rumble pak ● On cart ● Issue 20 ● TW

Why Nintendo chose to put their name to this appalling sequel to one of the N64's worst games is a mystery of Area 51 proportions.

TOP TIP *To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?*

DARK RIFT

69% 1 — Vic Tokai ● £40 ● 1/2 players ● On cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

TOP TIP *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

DIDDY KONG RACING

90% 4 — Nintendo/Rare ● £40 ● 1-4 players ● Rumble pak ● On cart ● Issue 10 ● JA

N64 Star Game

This game is huge (40 tracks), a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'. • Double Game Guide no. 1.*

DOOM 64

77% 2 — GT ● £25 ● 1 player ● Controller pak ● Issue 7 ● JA

Solid and workman-like but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

TOP TIP *At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. • Tips in issues 3 & 7.*

DUAL HEROES

50% 0 — Bitwave/Hudson ● £30 ● 1/2 players ● Controller pak ● Issue 17 ● MK

Stashed full of innovative features, like the ability to train the computer to fight in your style. Sadly it's ruined by some terrible AI.

TOP TIP *To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.*

DUKE NUKEM 64

85% 4 — GT ● £25 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TW

N64 Star Game

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

TOP TIP *Remember, the cocooned ladies can't be shot any more. They can only be released with the use of the handy 'open' button.*

EXTREME G

87% 2 — Acclaim ● £30 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 9 ● TW

N64 Star Game

Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced by *XG2*, *F-Zero X* and *Wipeout 64*.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit. • Guide in N64/12.*

EXTREME G2 (XG2)

85% 4 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● JB

N64 Star Game

The sequel to *Extreme G*, *XG2* is considerably easier to play, better to look at, and sports a vastly improved multiplayer mode. Nice.

TOP TIP *You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.*

F1 POLE POSITION

71% 1 — Ubi Soft ● £25 ● 1 player ● Controller pak ● Issue 71 ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP *Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.*

F1 WORLD GP

93% 5 — Nintendo/Paradigm ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● JA

N64 Star Game

Astonishingly realistic, visually stunning racing sim that really shows off the power of the N64. This *is* Formula One.

TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit. Change it to Pyrite or Chrome to access the secret cars.*

FIFA 64

39% 0 — EA ● £25 ● 1-4 players ● Controller pak ● Issue 2 ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

TOP TIP *Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over*

BOY RACERS

The N64's five finest all-out racing games. You can't get faster than this little lot. Not without severe chafing anyway.

1	F-ZERO X
2	F1 WORLD GRAND PRIX
3	V-RALLY 99
4	WIPEOUT 64
5	XG2

TOP OF THE FLOPS

The five lowest marks we've used to batter the N64's most rancid games unconscious. Pray nothing ever plumbs these depths again.

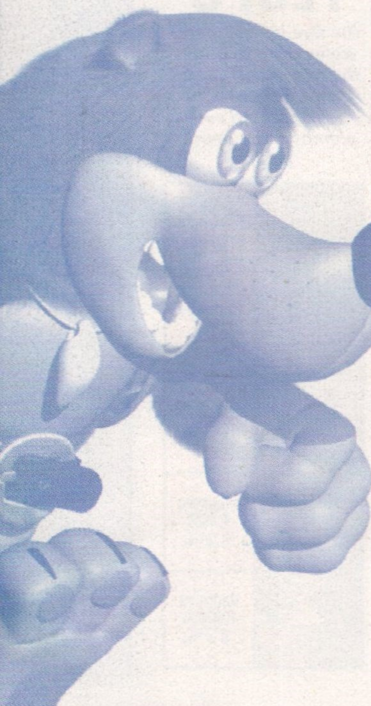
1=	MK MYTHOLOGIES	9%
1=	JEOPARDY	9%
3	AERO GAUGE	10%
4	PACHINKO WORLD	12%
5	WHEEL OF FORTUNE	17%

GO! GO!

PLATFORM HEAVEN

As the machine of choice for platform game fans, the N64 has an embarrassment of riches in this department. These are the five finest, most original, most replayable platformers money can buy.





FIFA 98

83% 2 EA • £30 • 1-4 players • Controller pak • Issue 10 • TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the *World Cup '98* version.

TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. • Guide in N64/13 and DGG+ no. 3.*

FIGHTERS DESTINY

86% 4 Ocean • £50 • 1/2 players • Rumble pak • Controller pak • Issue 13 • JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense our *Tekken*. Well, for now.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character. • Check out the guide in N64/14.*

FORSAKEN

87% 4 Acclaim • £50 • 1-4 players • Rumble pak • Controller pak • Issue 16 • MK

A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

TOP TIP *At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. • Guide in issue 17.*

F-ZERO X

91% 5 Nintendo • £40 • 1-4 players • Rumble pak • On cart • Issue 22 • JP

The fastest racer on earth, and one of the most exhilarating four-player experiences you can buy. Fast, strong and very, very long.

TOP TIP *Complete all four cups on all four difficulty levels to access the fifth, secret competition: a completely random track generator.*

GASP!!

47% 1 Konami • £50 • 1/2 players • Rumble pak • Controller pak • Issue 22 • TW

A stinky old fighter, sneaked out without anyone noticing. Or so Konami thought. We sprang out on it and punched it in the face.

TOP TIP *Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno. Of course not.*

GEX 64: Enter the Gecko

59% 1 GT • £50 • 1 player • Rumble pak • Controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average. Good enough in parts but never outstanding.

TOP TIP *Think about this: Mario 64. Banjo. Mystical Ninja. Aaaand goodnight.*

GLOVER

83% 4 Hasbro • £50 • 1 player • Rumble pak • On cart • Issue 21 • MK

An inspired, superbly odd idea – where players control a glove and a ball – turns out to be a stonking, but hard, 3D adventure.

TOP TIP *Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C to play the game through a Fisheye lens.*

GOLDENEYE 007

94% 5 Nintendo/Rare • £50 • 1-4 players • Rumble pak • On cart • Issue 9 • TW

Brilliant levels, detailed scenery and a perfectly judged difficulty curve. It doesn't get much better than this.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14.*

GT 64

67% 1 Ocean • £50 • 1/2 players • Rumble pak • Controller pak • Issue 17 • TW

Handles reasonably well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for. Nice initials, mind you.

TOP TIP *Win the championship on easy mode to get the mirror tracks. • Win the championship on 24 laps-per-race to get the secret track.*

HEXEN

69% 1 Midway • £30 • 1-4 players • Controller pak • Issue 5 • JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

TOP TIP *To activate the cheat menu, pause and press Top-C, Bottom-C, Left-C, Right-C very quickly. • In the cheat menu, press Left-C, Right-C and Bottom-C for invincibility.*

HOLY MAGIC CENTURY

71% 3 Konami • £50 • 1 player • Controller pak • Issue 23 • MG

Deadly average RPG which could have been so much better if only the tedious random battles and Americanised plot had been fixed.

TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

IGGY'S RECKIN' BALLS

56% 1 Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 19 • MK

This puzzle offering from Iguana looks nice but plays blandly. Push left or right and watch the CPU opponents win every time. Dull.

TOP TIP *Wearing dark glasses while playing is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

ISS 64

92% 4 Konami • £30 • 1-4 players • Controller pak • Issue 3 • TW

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

TOP TIP *For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami • £40 • 1-4 players • Controller pak • Issue 20 • MK

Enhanced and updated from the original game and, now more than ever, the finest football game in the whole world.

TOP TIP *Win the league to get yourself a whole new set of faces for the create-a-player mode. • Excellent ISS '98 challenges in N64/21.*

KILLER INSTINCT

62% 2 Nintendo/Rare • £30 • 1/2 players • Controller pak • Issue 3 • MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

TOP TIP *To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.*

KOBE BRYANT IN NBA COURTSIDE

90% 4 Nintendo • £30 • 1-4 players • Rumble pak • Controller pak • On cart • Issue 18 • MK

Fluid gameplay, sharp graphics and a very simple control system make *NBA Courtside* the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the three secret teams. • See Tips Extra N64/18.*

LYLAT WARS

91% 5 Nintendo • £50 • 1-4 players • Rumble pak • On cart • Issue 8 • JN

Perhaps not as perfect as it could've been (it really needed a level select for instance) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold medals on all levels for the four-player tank and expert modes. • Guides in N64/8 and 9 and DGG + no. 2.*

MACE: The Dark Age

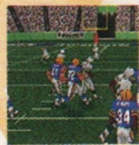
81% 3 GT • £30 • 1/2 players • On cart • Issue 9 • JB

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over til Capcom arrive on the scene.

TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Then pick your fighter and he'll be wearing giant fluffy slippers.*

MADDEN 64

92% 3 EA • £40 • 1-4 players • Rumble pak • Controller pak • Issue 10 • TT

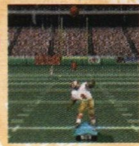



The first 64-bit outing for the Madden series is a resounding success. Impressive stuff, but it looks a bit dated compared to *NFL 99*.

TOP TIP *At the create player screen, type AT(space)Madden to get the All-Time Madden super team.*

MADDEN NFL '99

88% 5 EA • £40 • 1-4 players • Rumble pak • Controller pak • Expansion pak • Issue 23 • MK

The familiar Madden gameplay survives the move to hi-res and gains a play editor, a superb practice mode and hundreds of new options.

TOP TIP *Try entering these codes to access a few of the many hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK INTHEGAME, GEARGUYS.*

MARIO KART 64

91% 5 Nintendo • £40 • 1-4 players • Controller pak • On cart • Issue 4 • JD




Outstanding multiplayer modes and you'll still find yourself racing the one-player tracks long after you've beaten the game.

TOP TIP *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.* *• Complete guide in N64/4 and DGG+ no. 2.*

MISCHIEF MAKERS

90% 4 Nintendo/Treasure • £40 • 1 player • On cart • Issue 8 • JB




It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames • £40 • 1 player • Rumble pak • On cart • Issue 19 • TW

After years of waiting, horrendous AI, a clunky engine and jerky controls lets *Mission* down badly. Promising, but poorly executed.

TOP TIP *Remember to continuously access your objectives as, throughout a single mission, they can change and be added to without prior warning. Official book with N64/21.*

MK MYTHOLOGIES

9% 0 GT • £Too much • 1 player • Rumble pak • Controller pak • Issue 11 • JD

Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it til you can hate no more.

TOP TIP *Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

MORTAL KOMBAT 4

84% 4 GT • £45 • 1/2 players • Rumble pak • Controller pak • Issue 20 • JP

Figures suggest that 97.4% of the world's population has, at one time or another, played a version of *MK*. This one's the best yet.

TOP TIP *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

MORTAL KOMBAT TRILOGY

34% 1 GT • £40 • 1/2 players • Rumble pak • Controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

TOP TIP *Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.*

MULTI RACING CHAMPIONSHIP

71% 2 Ocean/Imagineer • £30 • 1/2 players • Controller pak • Issue 8 • JD

The conversion job has done it no favours. 'Gritty' graphics and in comparison with *Top Gear Rally*, it's also far too easy.

TOP TIP *To get the hidden cars without beating them, select one of the closed garages in vs mode, exit, and choose a one-player game.*

MYSTICAL NINJA starring GOEMON

90% 4 Konami • £50 • 1 players • Controller pak • Issue 14 • TW




There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

TOP TIP *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

NAGANO WINTER OLYMPICS

32% 1 Konami • £45 • 1-4 players • Rumble pak • Controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring. Still, if you're having trouble sleeping...

TOP TIP *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

NASCAR '99

59% 1 EA • £40 • 1/2 players • Rumble pak • Controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair, only without the thrill of dizziness.

TOP TIP *When you get bored of driving round in circles with the analogue stick pressed slightly to one side, switch the game off and go to bed. That's livin'.*

NBA HANGTIME

52% 1 GT • £25 • 1-4 players • On cart • Issue 6 • JS

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list your attention will still wander.

TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.*

NBA PRO '98

71% 2 Konami • £40 • 1-4 players • Rumble pak • Controller pak • Issue 14 • JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is, do you *really* like basketball?

TOP TIP *Tap Up on the controller a few times to improve your chances of landing your free throws.*

NFL BLITZ

87% 4 GT • £45 • 1/2 players • Rumble pak • Controller pak • Issue 22 • MK

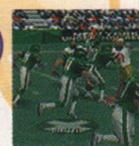



Arcade-style American football – and all the better for it. Fast unbroken play with plenty of scraps and a customisable Play Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

NFL QUARTERBACK CLUB '98

86% 3 Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 10 • TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

TOP TIP *Check out our comprehensive five-page guide to Yank-thrashing in issue 12.* *• Full list of cheats in issue 19.*

GOLDEN OLDIES

Five oldies-but-goodies that have found their way back into Directory's cart slot this month, and can often be picked up as second-hand bargains.



1. MARIO KART 64
2. TUROK
3. SNOWBOARD KIDS
4. MISCHIEF MAKERS
5. QUAKE 64



GO POSTAL

Like guns? Love killing? Then you simply must check out these beauties, the most action-packed blasters in the universe.



NFL QUARTERBACK CLUB '99

90% 5 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Expansion pak ● Issue 23 ● MK





Incredibly realistic American footie sim featuring the best motion-captured animation ever seen. And it plays as good as it looks.



To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. To make them get injured all the time enter HSPTL.

NHL '99

74% 4 — EA ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 22 ● JP

Good ice hockey but not great ice hockey. *Wayne Gretzky* offers a faster, more playable rink-based experience. Buy that instead.



Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).

NHL BREAKAWAY

62% 2 — Acclaim ● £40 ● 1-4 players ● Rumble pak ● On cart ● Issue 14 ● DM

Little excitement and a dearth of originality. There's nothing here that that hasn't been done better in *Wayne Gretzky*.



Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.

OLYMPIC HOCKEY

60% 1 — GT ● £25 ● 1-4 players ● Controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK. The proper *Gretzky* games are much better.



*Check out **N64**/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

PILOTWINGS 64

89% 5 — Nintendo ● £40 ● 1 player ● On cart ● Issue 1 ● TW





A supreme example of how to harness the N64's immense potential, with absolutely stunning visuals throughout. Up, up and away.



The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and and on the bridge-shaped rock on Holiday island.

QUAKE 64

79% 3 — GT ● £25 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.



Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

RAKUGA KIDS

80% 4 — Konami ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up. Far too cute for its own good, but fun nonetheless.



If you press the Right shoulder and then press Forward or Away from your opponent, your character will produce his or her Magic Move.

RAMPAGE WORLD TOUR

54% 1 — GT ● £45 ● 1-3 players ● Controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.



Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.

ROBOTRON 64

75% 2 — GT ● £50 ● 1/2 players ● Controller pak ● Issue 12 ● JN

An entertaining update of the classic arcade shoot-'em-up, but it's more than a little repetitive if you're not a committed retro fan.



At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.

SAN FRANCISCO RUSH

82% 3 — GT ● £25 ● 1/2 players ● Rumble pak ● On cart ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.



To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.

SCARS

79% 3 — Ubi Soft ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart*. The four-player game is quite good, but there are several better alternatives out there.



When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts ● £40 ● 1 player ● On cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

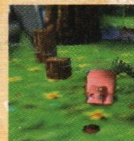


- *Challenge points guide in issues 2 and 3.*
- *Double Game Guide + with issue 18.*
- *Ultimate cheat in issue 17.*

SPACESTATION SILICON VALLEY

91% 5 — Take 2 ● £50 ● 1 player ● On cart ● Issue 22 ● MK





The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer-cum-adventure.

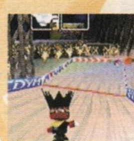


On the 'monkey swinging' section on Jungle Doldrums, push the Jump button twice and you get extra distance on your leap. Handy!

SNOWBOARD KIDS

86% 5 — Nintendo/Atlus ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JA





Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.



On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it worked).

STARSHOT Space Circus Fever

68% 2 — Infogrames ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 22 ● JP

Visually appealing, *Space Circus* is, nevertheless, a by-the-numbers 3D platformer that's been pre-dated by the much better *Banjo*. Pity.



Pause the game and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A for the Warp mode.

SUPER MARIO 64

96% 5 — Nintendo ● £50 ● 1 player ● On cart ● Issue 1 ● ZN





Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.



- *Loads of tips in our review in **N64**/1.*
- *'20 most asked questions', **N64**/1, **N64**/2.*
- *Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5.*
- *Double Game Guide + no. 4 (issue 15).*

TETRISPHERE

69% 3 — Nintendo ● £30 ● 1/2 players ● Controller pak ● Issue 13 ● SJ

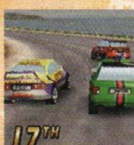
Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.



Type in the word VORTEX on the password screen, then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

TOP GEAR RALLY

86% **4** Nintendo/Boss • £40 • 1/2 players • Controller pak • Issue 8 • JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Game tips in the review in N64/8.*

TUROK Dinosaur Hunter

91% **4** Acclaim • £30 • 1 player • Controller pak • Issue 1 • TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

TOP TIP *• Type LKMBRD in the cheat menu and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK to get every other cheat.*

TUROK 2 Seeds of Evil

95% **5** Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Expansion pak • Issue 21 • TW




A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase this winter.

TOP TIP *As soon as you access the shotgun, aim for enemies' heads in order to take them down quickly. Anywhere else and they'll keep attacking you.*

V-RALLY 99

90% **5** Infogrames • £40 • 1/2 players • Rumble pak • Controller pak • Issue 22 • JA




Finally, the N64 gets an 'arcade' racer to compete with the PlayStation's best. Fast, furious and freaking hard, *V-Rally* is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% **1** Nintendo • £40 • 1-4 players • Rumble pak • Controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor. Abysmally digitized golfers and the same old control system.

TOP TIP *On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar. Especially important with green shots. Remember this Daniel-san.*

WAR GODS

46% **0** GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights and the silly moves the novelty soon dissipates. A desperately unexciting game

TOP TIP *To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.*

WAVE RACE 64

89% **5** Nintendo • £40 • 1/2 players • On cart • Issue 2 • ZN




Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% **3** GT • £25 • 1-4 players • Controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

TOP TIP *For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.*

WAYNE GRETZKY'S 3D HOCKEY '98

70% **3** GT • £25 • 1-4 players • Controller pak • Issue 16 • MK

A good ice hockey game but, when all's done and dusted, is it really different enough to *Gretzky* mark one to warrant buying? No.

TOP TIP *Issue 11 featured a guide to two-player excellence in the original Gretzky. Funnily enough it also applies to this sequel. And Olympic Hockey too.*

WCW/NWO REVENGE

75% **3** T•HQ • £50 • 1-4 players • Rumble pak • On cart • Issue 22 • MG

Plenty of new characters, even if they do look suspiciously similar, and faster gameplay, but nowhere near as good as *WWF Warzone*.

TOP TIP *During a match, press Z to make the computer take control for a while. • Tips in issues 23 and 24.*

WCW vs NWO WORLD TOUR

70% **2** T•HQ • £50 • 1-4 players • Rumble pak • Controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken*, though.

TOP TIP *Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.*

WETRIX

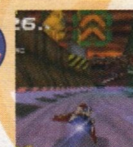
74% **3** Ocean • £30 • 1/2 players • Controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

TOP TIP *Complete all 16 practice rounds to get a choice of groovy floor patterns. • Guide in issue 18.*

WIPEOUT 64

88% **5** Midway • £45 • 1-4 players • Rumble pak • On cart • Issue 23 • TW

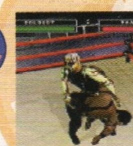



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific, and it's incredibly challenging.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save it for the tightest of turns.*

WWF WARZONE

85% **4** Acclaim • £50 • 1-4 players • Rumble pak • Controller pak • Issue 19 • MK

A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a brilliant create-a-player mode. Best wrestling ever.

TOP TIP *On the character biography screens, push down on the analogue stick to select the wrestlers alternative uniforms. You can also rotate them like this.*

YOSHI'S STORY

86% **5** Nintendo • £40 • 1 player • Rumble pak • On cart • Issue 15 • TW



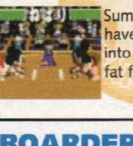

Surprisingly, a Nintendo game that lacks some ingenuity and longevity. But it's amazing to play and beautiful to look at.

TOP TIP *White Yoshi: Work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble.*

Import releases
(not yet released in UK)

64 O-SUMO

90% **4** Bottom Up • 1/2 players • Rumble pak • Controller pak • Issue 11 • ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat fest.

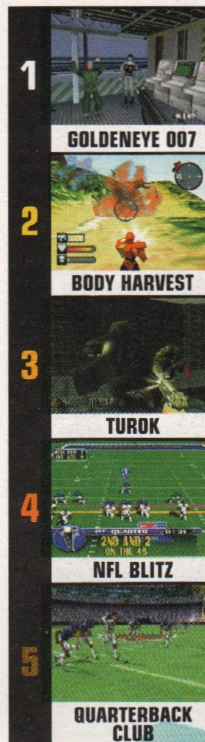
AIR BOARDER 64

62% **2** Human • 1/2 players • Rumble pak • Controller pak • Issue 16 • TW

An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.

CHEAT THE SYSTEM

A decent set of cheats can extend the life of a game by weeks and months. If you like messing around with more than just big head modes, you'll enjoy this selection – the best cheat modes on the N64.



TURNING JAPANESE

Five games that still inhabit Wil's N64 at home on a regular basis. Beware, though, even he's had to admit defeat with some of these. Only those with a City & Guilds in Japanese need apply.



ART OF FIGHTING TWIN
78% 3 Culture Brain ● 1/2 players ● Rumble pak ● Controller pak ● Issue 12 ● DM

A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.

AUGUSTA MASTERS '98
47% 1 T&E Soft ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JP

Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all costs.

BOMBERMAN B-DAMAN
23% 0 Hudson ● 1 player ● Rumble pak ● Controller pak ● On cart ● Issue 20 ● JP

Cheap and nasty mixture of simplistic shooting games. In Japan it's actually against the law to buy crap like this.

CHORO Q 64
56% 1 Takara ● 1-4 players ● Rumble pak ● Controller pak ● Issue 20 ● MK

Painfully slow clockwork racer with a decent enough track designer, but a total lack of speed-based skills. Tedious.

DENRYU IRA IRA BOU
65% 2 Hudson ● 1/2 players ● Issue 12 ● JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D
82% 4 Athena ● 1-4 players ● Rumble pak ● On cart ● Issue 19 ● MK

A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.

DORAEMON
60% 1 Epoch ● 1 players ● Controller pak ● On cart ● Issue 2 ● TW

A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.

FAMISTA 64
68% 1 Namco ● 1-4 players ● Controller pak ● Issue 11 ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

GLORY OF ST. ANDREWS
58% 0 Seta ● 1-4 players ● On cart ● Issue 1 ● TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

JANGOU SIM MAH JONG 64
69% 1 Video System ● 1 player ● Controller pak ● Issue 7 ● JD

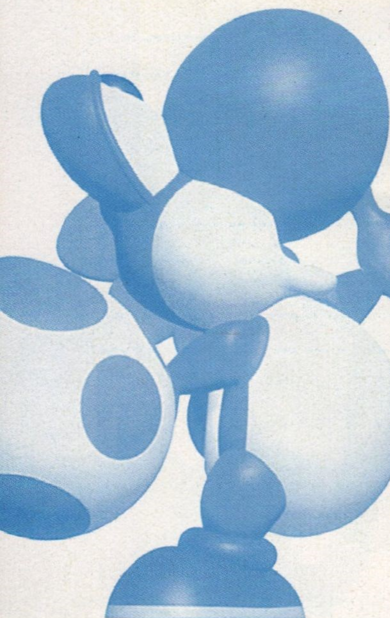
So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER
66% 1 Imagineer ● 1-4 players ● Controller pak ● Issue 8 ● TW

What chance has a sprite game in a world with ISS '98? This is incredibly basic but persevere and you might get some joy.

J-LEAGUE ELEVEN BEAT
52% 0 Hudson ● 1/2 players Controller pak ● Issue 10 ● TW

While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: ISS '98.



J-LEAGUE PERFECT STRIKER
89% 3 Konami ● 1-4 players ● Controller pak ● Issue 1 ● TW



Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.

JEOPARDY!
9% 0 Take 2 ● 1-3 players ● Controller pak ● Issue 16 ● MK

Less a game and more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.

JIKKYOU WORLD CUP '98
91% 4 Konami ● 1-4 players ● Controller pak ● Issue 18 ● TW



ISS '98 in all but name, this Japanese version boasts an official World Cup '98 licence. And it's still the best footie game around.

KING OF PRO BASEBALL
68% 1 Imagineer ● 1-4 players ● On cart ● Issue 1 ● TW

The super-deformed players are entertaining for a while but the slow runners and super skilful CPU will eventually get you down.

LET'S SMASH
67% 3 Hudson ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● TW

Not the tennis game we were hoping for. It's enjoyable enough for a while, but we still yearn for a 64-bit version of *Super Tennis*.

MAH JONG 64
65% 1 Koei ● 1-4 players ● Controller pak ● Issue 3 ● JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER
69% 2 Konami ● 1-4 players ● On cart ● Controller pak ● Issue 1 ● WO

More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.

MAJOR LEAGUE BASEBALL
74% 3 Nintendo ● 1-4 players ● On cart ● Issue 18 ● MK

Fast paced baseball action with players who must have fallen out of the ugly tree, hitting every branch on the way down.

OFF ROAD CHALLENGE
21% 0 Midway ● 1/2 players ● Rumble pak ● Controller pak ● Issue 19 ● JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64
12% 1 Hewia ● 1 player ● Issue 13 ● TW

Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.

POWER LEAGUE 64
42% 0 Hudson ● 1/2 players ● Controller pak ● Issue 7 ● JA

We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.

POWER PRO BASEBALL 4
54% 2 Konami ● 1/2 players ● Controller pak ● Issue 3 ● TW

The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.

POWER PRO BASEBALL 5
78% 3 Konami ● 1-4 players ● Controller pak ● Issue 17 ● MK

Improved again with a tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64
80% 3 Compile ● 1/2 players ● On cart ● Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

SIM CITY 2000
83% 3 Imagineer ● 1 player ● Controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

STAR SOLDIER
62% 1 Hudson ● 1 player ● Rumble pak ● On cart ● Issue 19 ● MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER ROBOT SPIRITS
58% 2 Banpresto ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA
78% 4 Konami ● 1-4 players ● Controller pak ● Issue 15 ● TW

Another N64 Puyo Puyo game, but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.

TAMAGOTCHI WORLD 64
79% 4 Bandai ● 1-4 players ● Rumble pak ● Controller pak ● Issue 12 ● JN

It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TOKON ROAD
49% 1 Hudson ● 1-4 players ● Issue 12 ● DM

The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.

TRUMP WORLD
21% 1 Bottom Up ● 1-4 players ● On cart ● Issue 21 ● MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS
76% 3 Titus ● 1/2 players ● Rumble pak ● On cart ● Issue 18 ● TW

Just what your N64 has been waiting for – a top-class chess sim…

WHEEL OF FORTUNE
17% 0 Gametek ● 1-3 players ● Rumble pak ● Issue 11 ● TW

Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2
55% 2 Enix ● 1 player ● Controller pak ● Issue 1 ● WO

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

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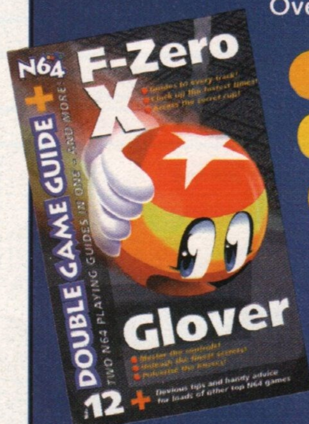
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Back issues

Issues 1-17 SOLD OUT!



If you've spent weeks locked in a darkened room playing *Zelda*, a trip to the newsagents could be the last thing you need. Fear not, order back issues here...



ISSUE 18

The Banjo Edition

A huge game deserves a huge review so we devoted 14 pages to the superb *Banjo-Kazooie*. There's also a review of *NBA Courtside*, a special look at everything we know about *Zelda*, a whole feature on DMA and tips on watery puzzler, *Wetrix*.
● The Double Game Guide + tipped *Top Gear Rally* and *Shadows of the Empire*.



ISSUE 19

The Turok 2 Edition

Acclaim's new dinosaur basher looks absolutely fantastic and certainly warrants a huge Special Investigation. We reviewed *Mission Impossible* and the Japanese version of futuristic racer *F-Zero X* in this packed issue and there was also a huge level-by-level guide to Banjo-Kazooie. ● Issue 19's Double Game Guide + tipped *Yoshi's Story* and *Pilotwings*.



ISSUE 20

The Wipeout Edition

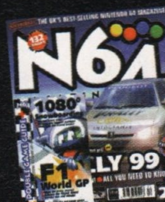
An exclusive *Wipeout* preview kicked off issue 20. There were also reviews of the superb *ISS '98*, *Buck Bumble* and the mighty *F1 World Grand Prix*. Tips tackled *WWF Warzone* and Max had a thorough look at *Pocket Monsters Stadium*. ● The Double Game Guide + was completely devoted to *Banjo-Kazooie* and there was a great *Wipeout* poster mag too.



ISSUE 21

The Turok 2 Edition (again)

Better than *GoldenEye*? That was the question we asked of *Turok 2*. Find out how it measured up here. We also reviewed *1080°* and tipped the fabulous *ISS '98*.
● *Forsaken* and *Mystical Ninja* appeared in the DGG + and we also gave away a complete *Mission: Impossible* playing guide and a console sticker worth £10!



ISSUE 22

The V-Rally Edition

The World's first review of Infogrames' excellent racing game plus details of how to win a £10,000 rally car. 65 previously unseen *Perfect Dark* shots and huge reviews of the PAL version of *F-Zero X* and the rather superb *Body Harvest*. ● The Double Game Guide + tackled Nintendo's fabulous *1080° Snowboarding* and the sublime *F1 World GP*.



ISSUE 23

The Zelda Edition

After three years of waiting, endless delays and months of anticipation *Zelda* finally arrived. So, how good is it? Plus huge reviews of *Wipeout 64* and *Extreme G2* and Team **N64**'s top tips for the games that should be filling your christmas stockings.
● Oh yes, we also gave away a rather special Christmas pressie – the **N64** Magazine Cart Rack™.

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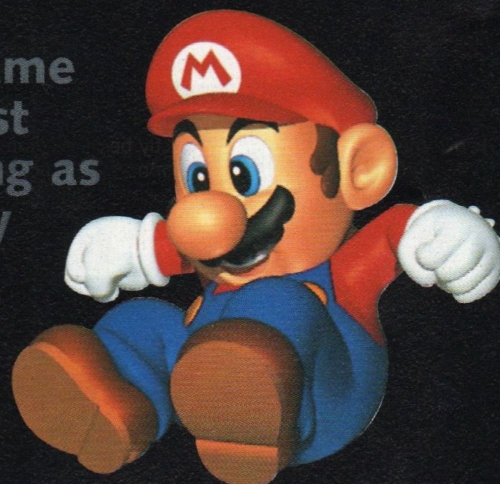
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NIN-NOV

Nintendo inventions that changed the world of videogames forever

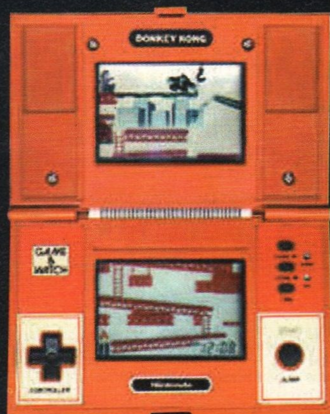
Nintendo are the most talented videogame creators ever. But you'd be surprised just how much they've contributed to gaming as we know it. Since their early days as toy manufacturers, the company has always strived to innovate. Here are some of their best.



By James Price

THE D-PAD

Inventor: Gunpei Yokoi
Introduced: 1981 (Game & Watch units)
Success: Became standard issue for games machines. Copied by Sega, Atari, Sony and many others.



The D-pad is an elegant invention. It can be controlled with a solitary thumb, allowing other fingers to do other things – and, despite its perhaps inherent unsuitability to games that beg excessive use of diagonal directions, offers control at least on a par with joysticks. Indeed, it's positively better for some games, and allows modern consoles to boast joypads with an easily-reachable button for every in-game function they could hope for. Well, in *theory*, at least...

THE SHOULDER BUTTON

Inventor: Masayuki Uemara
Introduced: 1990 (Japanese SNES launch)
Success: Subsequently copied by Saturn, PlayStation and Dreamcast.



A small, subtle, yet not inconsiderable gem, this. With the launch of the SNES controller, Nintendo created a pad with six 'main' buttons – including the centralised 'Start' and 'Select' – but rounded off the pad nicely with two 'shoulder' buttons at either top extreme of its tastefully-crafted exterior. Their primary virtue is that they're so damn useful. Shoot-'em-ups? They can be used to toggle through weapons systems. Adventures? They could be used for inventories, spells, pop-up menus, the lot. Fighting games? More punches and kicks. (In fact, the success of *Street Fighter 2* was in no small part assisted by the fact that Capcom could, with the extra keys, replicate the six-button system of the arcade original).

Memorably, shoulder buttons contributed no end to *Super Metroid*, allowing Samus to aim up and down effectively while, for example, running – an important point, as fans will no-doubt recall. With the N64, the Z trigger takes the place of a left shoulder button while players are using the analogue stick, but works just as well as an easy-to-use stand-alone key. Yet another triumph of design...

ATION!

THE ANALOGUE STICK

Inventor: N/A
Introduced: 1996 (Launch of N64)
Success: Subsequently copied by Saturn, Dreamcast and PlayStation.

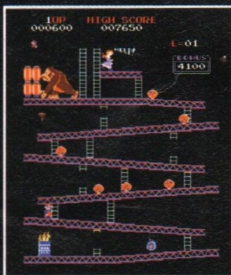


While the analogue stick can't exactly be described as Nintendo's sole invention, the N64 was the world's first console to be supplied with one as standard. It's a testament to the big N's genius and foresight that Sega and Sony then rushed to release their own (rather inferior) efforts almost immediately – to the tune of managers shouting 'Why didn't you think of that, you muppets?' in their respective R&D departments.

Imagine playing *Mario*, *Banjo* or *Pilotwings* with a D-pad. A horrible thought, yes? Let's face it, the D-pad still has a huge role to play in gaming – digital controls remain the best, most accurate way to play certain games – but immersive 3D environments need the variable control that the N64's controller offers. It's possible, if you look carefully, to notice the difference in the way main characters in 3D games vary in design, depending on the control method they're supporting. Take Lara Croft and Mario, for instance. He moves at a pace dictated by subtle movements of an analogue stick and, as such, is remarkably intuitive to control. Lara, however, was created with the D-pad in mind, and her movement works on an 'on/off' basis. Curvaceous digital lady she may be, but compared to Mario, she steers like a cow...

THE PLATFORM GAME

Inventor: Shigeru Miyamoto
Introduced: 198 (Donkey Kong, arcade machine)
Success: More than 50 million Mario games sold to date. Most copied game style of all time.



Did Nintendo create the Platform Game? Was Mr Miyamoto's *Donkey Kong* the first of its kind? It's hard to say for sure. Yes, other games had introduced the bread-and-butter principles behind it, like jumping, power-ups (Mario's hammer – a curious omission from his later life) and, funnily enough, ladders. What Nintendo did do, however, was to create games that shaped the genre, with ideas and innovations that would be copied by all. Mario's inaugural *World* adventure on the NES became a blueprint for all future 2D platformers, its game mechanics plagiarised to the point whereby they became 'standards'. Notably, *Mario 64* demonstrates how Nintendo are still ahead of the pack, even after all these years. Who else can claim to have not only created (or, if you'd prefer, 'shaped') a game style, but remained its most skilled exponent for so many years? Speaking of which...

THE 3D PLATFORM GAME

Inventor: Shigeru Miyamoto
Introduced: 1996 (Super Mario 64)
Success: After two-and-a-half years bettered by only one 3D game – Miyamoto's Legend of Zelda.



A game in three dimensions? That was achieved on 8-bit machines. A game with immersive, fully-3D environments that update to realistically reflect the player's new position? Again, this had been done before. But a 3D platform adventure with a character viewed from a third-person perspective, with locales so detailed, intricate and fluid of movement that you smelt the grass, felt the princess's kiss during the end sequence and checked your trousers for scorch marks while fighting Bowser? *Mario 64* was the first. And it's still the foremost 3D platform game created thus far. Only *Banjo* comes close, and it's perfectly plausible – that it won't be bettered until Shigs sets about making a *Mario* sequel. As they did with *Super Mario World* on the NES, Nintendo have created a gaming blueprint.

THE INVENTORS



Gunpei Yokoi
Hired by Nintendo in 1969 to tend their playing card manufacturing lines, Yokoi was ordered by company boss, Hiroshi Yamauchi, to head-up an innovation department and make something 'great' for Nintendo to sell at Christmas. He came up with a mechanical toy hand and with a bit of help from TV advertising it sold 1.2 million units. By 1975, Yokoi was in charge of developing games hardware for Nintendo, with credits that went on to include the NES, SNES and the Game Boy. He left Nintendo in 1996 by 'mutual consent' after the failure of the Virtual Boy. Tragically killed in a car accident in 1997.



Shigeru Miyamoto
Shigsy joined Nintendo in 1977, aged 24, as the company's first artist. He worked on a number of projects before being ordered to re-design Nintendo's failed arcade game, *Radarscope*. He came up with the World-conquering *Donkey Kong* and then went on to design or produce some of the greatest videogames in the World. Credits include *Mario Bros*, *Super Mario Bros*, *F-Zero*, four *Zelda* games and *Super Mario 64*.

Masayuki Uemara
Another electronics engineer recruited by Nintendo in the early 1970's, Uemara eventually became the leader of Nintendo's second Research and Development team (R&D 2). The greatest contribution made by Uemara and his team was to stretch existing hardware to its limits – they pioneered the use of on-board chips to extend the NES's capabilities, for instance – as well as designing new technology, most notably the SNES.

GO! GO!

THE RUMBLE PAK



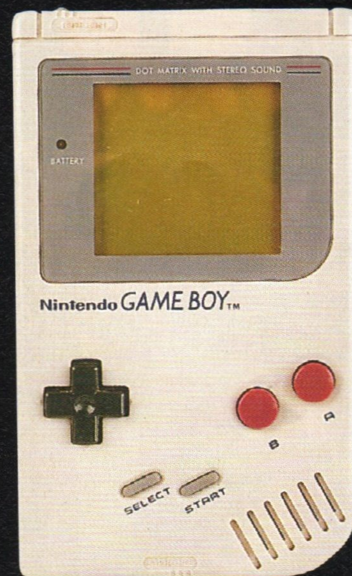
Inventor: Nintendo R&D
Introduced: 1997 (Lylat Wars)
Success: Rumble action incorporated into Sony pads. Set to become a standard feature on all games consoles.

Sega were pioneers in the arcades, making force-feedback a requisite for driving games. It's perhaps a damning indictment of their home console division that the N64, as opposed to the Saturn or even Mega Drive, first offered such a feature for the domestic market. The basic concept behind the Rumble Pak is simple, and varies in its effectiveness – it's great in *Starfox* but can be off-putting in, say, *F-Zero*. But consider what it *really* does. For the first time ever in console gaming, players are influenced by something other than the on-screen representation of their actions (being called for dinner doesn't count, by the way). It's a tentative step on the road to 'true' VR, in essence – the introduction of context-sensitive physical 'feedback'. It'll be computer chips in our heads next, you mark our words...

THE GAME BOY

Inventor: Gunpei Yokoi and Nintendo R&D1
Introduced: 1998
Success: The most successful games machine of all time. A million sold in the UK last year alone. Taking Pocket and Colour versions into account the final figure will easily top 100 million worldwide.





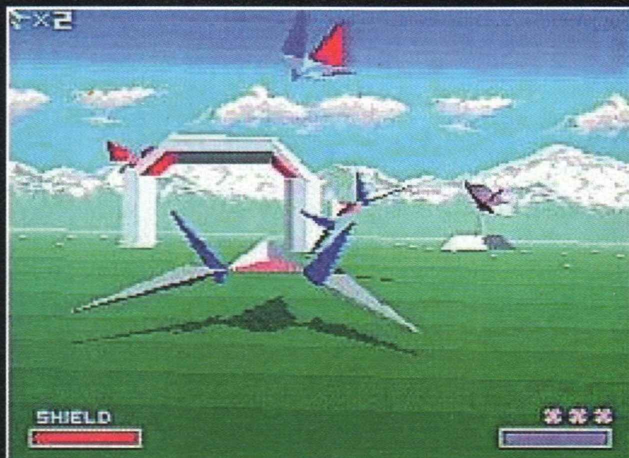
An N64 magazine this may be, but we're all still smitten with the small object of joy that is the Game Boy. A logical progression from the Game and Watch, and using that all-important D-pad, the GB is the darling of the gamer, commuter and got-time-to-kill-er alike. Its launch game, *Tetris* is probably the World's most recognised title and helped the Game Boy perform the famous 'Kids to Adults' crossover long before anyone had identified it. Even James's Gran has one!

CARTRIDGE ENHANCEMENTS

Inventor: Nintendo R&D, Argonaut
Introduced: Various
Success: From on-cartridge saves to the Super FX chip, Nintendo have always been at the forefront of silicon technology.

Nintendo came up with this way back in the time of the NES, where the limited architecture of its 8-bit hardware was in danger of handicapping skilled Nintendo developers. There were things that the machine just couldn't do – and so, therefore, neither could the games created for it. The answer? Nintendo's R&D people fiddled with the design of carts, expanding the capabilities of the console in the process. We'll not bore you with the technical details, but Miyamoto's original *Zelda* owes its existence to their work. There are many other examples.

For the SNES, Nintendo introduced the Argonaut-designed SuperFX chip. Their 16-bit machine was brilliant with sprites, yet awful with 3D due to an especially low CPU speed – around 3 and a half Mhz, if we recall. Without the SuperFX, there'd be no *Starfox* and, in all likelihood, no *Lylat Wars* sequel, either. So you can, ahem, thank FX for that. We've yet to see an N64 cart with special hardware on-board, but it's a distinct possibility at some point...



Next please.

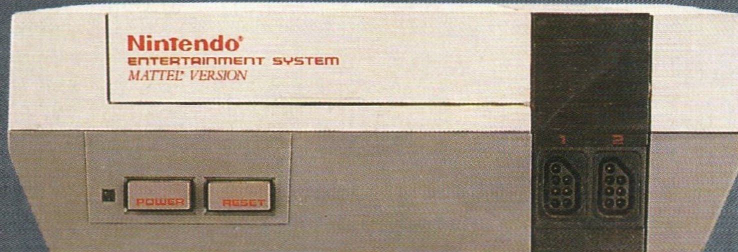
Not everything Nintendo touch turns to gold...



The Virtual Boy
Gunpei Yokoi's final invention for Nintendo before his departure from the company. The World's first true 3D console was just too strange and too underpowered (it wasn't even in colour!) to find mass acceptance. Virtual Boy games ended up on sale in Tokyo for as little as 5p each.

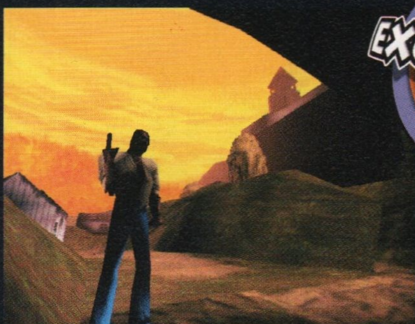
System Expansion
The miraculous little NES had the technology built into it to radically expand its capabilities. A keyboard and a mouse were made and a primitive modem allowed users to connect to a national network to access, among other things, Stock Market prices and a betting organisation. Strangely, while on the face of it a brilliant idea – and one that companies like Sony and Sega are still talking about for their machines – the idea flopped and was quietly shelved.

Superscope
Not a failure as such, but certainly a low watermark in Nintendo's history of innovation. An enormous light gun more akin to a bazooka, the Superscope looked far better in principle than it did when you came to trying to play with it. *Yoshi's Safari* was its only reasonable game – the five-in-one cart that came with the Scope stinking particularly badly.



Coming soon in... N64 MAGAZINE

SHADOWMAN





Horror, blood, naked zombies and serial killers – *Shadowman*'s going to be the scariest game of 1999. We travel to Iguana UK to meet the game that definitely won't be impressing your Granny this summer.

MICHAEL OWEN'S WORLD LEAGUE SOCCER



Silicon Dreams are currently beavering away at a game that might finally rival *ISS*. We take an exclusive behind-the-scenes peak at the footballers' football game.

TIPPED! Turok 2

How to find everything in the last two levels. PLUS! A complete multiplayer guide.



LEGEND OF ZELDA

The insiders guide to the land of Hyrule. Exclusive knowledge only in N64 Magazine.





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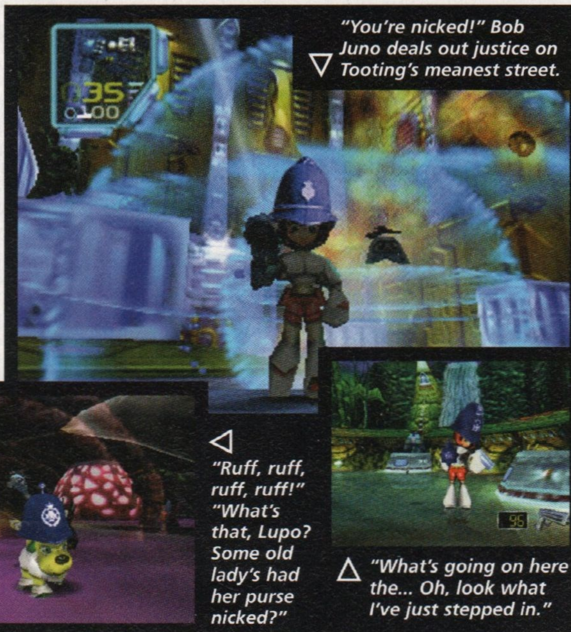
The page where – spelling mistakes permitted – anything can happen.

What if...

Looking at Rare's 1999 line-up, you wouldn't have thought there'd be room for *another* simulation. As well as district council sim *Perfect Park* and *Diddy Kong Yachting*, the world's most accurate yachting simulation, the Twycross outfit are now putting the final touches to *Met Force Gemini*, a bobby-on-the-beat sim set on the mean streets of Tooting.

"The traditional American 'style' cop game has been done to death", says Dale Schwitz, producer of *Met Force* at Rare. "Murders, massive guns and strip bars, who's interested in them anymore? What we've tried to go for is total realism: so, our policemen might walk the streets of Tooting for several hours before finding something of interest. It could be some kids bunking off school, or they could have just stood in some dog's mess. It's *that* realistic."

Players take on the role of either PC Bob Juno or WPC Marjorie Vela of the Metropolitan Police Force who, at the players choosing, can also be accompanied



"You're nicked!" Bob Juno deals out justice on Tooting's meanest street.

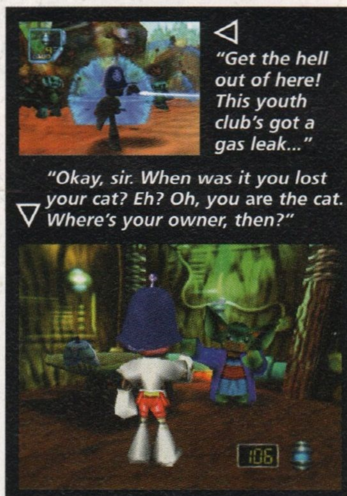
"Ruff, ruff, ruff!" "What's that, Lupo? Some old lady's had her purse nicked?"

"What's going on here the... Oh, look what I've just stepped in."

Met Force Gemini

what's the fuzz

Met Force Gemini	
RARE	
Spring '99	1-4
US release Spring '99	



"Get the hell out of here! This youth club's got a gas leak..."

"Okay, sir. When was it you lost your cat? Eh? Oh, you are the cat. Where's your owner, then?"

by Lupus the sniffer dog. To cope with the sheer amount of time that players could go without finding anything, Rare have created a play area of around three square miles, meaning they've also been able to include the surrounding boroughs. A secret King's Cross level, where players have to raid a working men's club after a tip-off then find nothing of interest, will also be included.

Rare are typically tight lipped about the whole project but gave a tantalising glimpse of two of the early missions. 'Bad Case of the Litts' sees players having to collect up as much rubbish as possible between the hours of 8.30 and 5.00. The game has a real-time clock so, in order to successfully complete the mission, players will, indeed, have the full eight and a half hours. The second mission, 'Road Thrill', has players helping an old woman across the road during London rush hour. "The beauty of this mission", enthuses Schwitz, "is that it could last as long as an hour, or as little as 30 seconds. It's got that really random element."

The multiplayer is also almost finished. "This is great!" says Schwitz. "It's a completely new kind of deathmatch. See, because it's licensed by the Metropolitan Police, we can't include violence because they don't condone that sort of thing. So, instead, the first person to find a young tearaway spraying graffiti on a bus shelter wins!"

Met Force is out in March.

TIM WEAVER

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This issue on sale 23rd December
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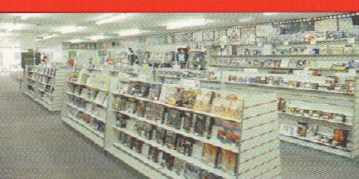
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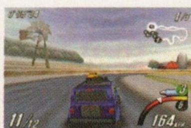


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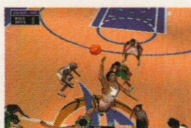




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